TECHNOMANCER'S TEXTBOOK

A cyberpunk setting supplement for
Fifth Edition Dungeons & Dragons

THE TECHNOMANCER'S TEXTBOOK WAS CREATED BY:

MOGRIT

AUTHOR'S NOTE

Originally, I had set down a series of rules in a Google Word document for a D&D campaign I was running set in Shadowrun's Amazonia (in Brazil). It started as a series of gun rules that I adapted, followed by vehicle rules, then subclasses, and cybernetics, and so on.

As more and more was added to the document to meet the needs for my campaign, after most of a year of (nearly) weekly games, I realized that the rules I had written had become a book. I made the decision that I wanted to try my hand at making a real book, with formatting, art, flavor text, and other bits and bobs.

While I realize my book could never be up to the standards of an official published piece like Xanathar's Guide to Everything or Tasha's Cauldron of Everything, it was a fun challenge to produce something I could be proud of.

SPECIAL THANKS:

JustinLinhares: For being an amazing sounding board, helping me think through my ideas, and making great suggestions.

Dusty: For telling me when something I made was awful, and for giving me ideas and suggestions so terrible that they had to go into the book.

Nixo Media: For creating my commissioned title text, chapter splash art, chat tablets, and all the background theme art used in this book. You can check out his stuff here:

NIXO MEDIA

THANK YOU, PLAYTESTERS:

Birb, Dublin, Dusty, Justin, and Stoic.

Sorry that so many of you had to die to psychic rats and hateful monkeys. Your sacrifice will be remembered.

DISCORD

If you enjoy this book and want to talk about it with others, make suggestions, ask questions, or look for a group to play with others online, you can head over to the Discord channel:

TECHNOMANCER'S HIDEOUT

VERSION 1.4

The version log with changes is in the Discord channel.

DISCLAIMERS

I have nothing to do with Wizard's of the Coast. I'm just a person with an overly enthusiastic love of D&D and homebrew.

The Technomancer's Textbook is free, and there is no Patreon or any other method of paying for it. The art used in this book was used without the explicit permission of those who made it, and so the book cannot be sold. The amazing artists' credits are on page 269 through 273.

If, for some reason, you still want to support me, then the best thing you can do is to donate money to a charity and let me know on the Technomancer's Hideout channel in Discord. I recommend one of the following:

- Doctors Without Borders (Global)
- World Kitchen (Global)
- VetDogs (USA Specific)

Also, this book has **rude language and curse words** in it, and has references to **sex work, drug use, and violence, as well as some blood in the art**. The cyberpunk genre is not known for its family-friendly themes. Consider yourself warned.

ON BALANCE

I have spent quite a lot of time considering the balance aspects of the features presented in this book, from subclasses to feats. I feel they represent options that are powerful, desirable, yet within the parameters set by official content.

That said, I am not a QA tester, nor do I have a dedicated team to playtest this material. I am sure that I have overlooked the power balance or scaling of one or another feature, simply because I have not had the chance to test everything.

While I cannot promise that every option in this book is well-balanced, this is a living document that will be updated in the future. If you encounter a feature of this book that turns out to be unbalanced, unfun, or overly complicated in play, please make a constructive post in the suggestions channel on the Technomancer's Hideout Discord channel so that I can reevaluate it and potentially update it in the next version.

NAVIGATING THIS BOOK

The Table of Contents on the next page has clickable links to each section. At the end of the book, there are indexes for creatures, vehicles, and AIs. The index has a clickable link to each relevant stat block.

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INTRODUCTION

The genre of cyberpunk appears in movies, books, television series, and video games, to the point that the visual style and themes have become iconic. The visuals include an endless sea of sprawl, neon-lit streets, towering skyscrapers, and grimey alleyways. The themes, stemming from the mix of low-life and high tech, focus on vast amoral megacorporations, out-of-control wealth disparity, criminals struggling to survive, dehumanization, and other lovely topics. The world is flavored with cybernetics, artificial intelligence, the parallel world of cyberspace, big guns, and fast vehicles.

While there are many tabletop games that have been developed specifically for cyberpunk settings, many DMs have trouble convincing players to learn and use an entirely different system from Dungeons and Dragons. This can be especially true if the player has only ever played fifth edition D&D, and wants to continue playing with familiar rules. This book melds together these familiar rules with the cyberpunk trappings, letting DMs and players alike play comfortably in these exciting settings.

You can use this book for a variety of defined settings. Shadowrun is a setting that mixes technology and magic, making it uniquely compatible with the mechanics of D&D. The magic and races of D&D can be trimmed back to allow for low or no-magic settings such as Cyberpunk Red's Night City. Alternatively, you can establish your own campaign setting and use this book as a supplement for telling your story.

USING THIS BOOK

This book is intended for use by both players and Dungeon Masters for supplementing fifth edition D&D campaigns in cyberpunk settings. The rules are also flexible enough to be adapted for modern or science fiction campaigns.

Included in the book are the following:

- 13 new subclasses, one for each class including the artificer
- Feats, spells, fighting styles, warlock invocations, and artificer infusions
- 15 backgrounds suited for a cyberpunk setting
- In-depth firearm and ammunition rules
- Vehicle rules for cars, boats, aircraft, and more
- Equipment, explosives, and consumables
- Hacking and network security
- Drugs and addiction
- Humanoid, drone, and AI statistics
- And more!

Instead of altering the core concepts of D&D, this book has been designed with the same philosophy in mind, expanding only to cover cyberpunk concepts that the base books do not explore.

These are the core philosophies for this book:

SIMPLICITY

Fifth edition has earned praise for its simplistic, yet flavorful and elegant approach to the D&D system. This book attempts to embody that concept in its philosophy. Where possible, additional complexity over the base system is kept to a minimum.

FINANCIAL GOALS

Following the Dungeon Master's Guide guidance for giving money and treasure leads to characters with thousands of gold, and little to spend it on besides magic items stocked in stores by the DM.

This book's intent is to provide a broad range of cybernetics, vehicles, equipment, explosives, consumables, and other items the characters can spend their hard earned cash on. This places less burden on the DM to provide money-sinks.

FIREARM FOCUS

Firearms are designed to be competitive and flexible for any given combat situation. This is done intentionally to incentivize their use over options available in the base game of D&D. While medieval weapons can still be brought into a firefight, and the base rules of D&D still apply, most of the combat options and features in this book will focus on firearms.

SYSTEM TRANSITION

As part of using the fifth edition D&D system for a cyberpunk setting, there are a few adjustments that need to be made to the currency system and starting equipment. Of course, usage of this book's terms for money and equipment is optional. You can base your currency on Shadowrun's nuyen, or use space age or steampunk names for equipment.

MONEY

Carrying around heavy bags full of shining gold coins is impractical. Instead, the world standard for currency is the credit.

You can stash your hard-earned cash in small credsticks, or even bank accounts if you're feeling civilized. In terms of D&D buying power, 1 copper coin is equal to 1 credit. Use the Currency Equivalency table to see exact exchange rates.

CURRENCY EQUIVALENCY

COIN	CREDITS
Copper (cp)	1 credit
Silver (sp)	10 credits
Electrum (ep)	50 credits
Gold (gp)	100 credits
Platinum (pp)	1,000 credits

When calculating the costs for supplies and goods that are unspecified in this book, such as a pizza, a caffe latte, a taxi fare, rent, or other items, you can use real life currency for reference. For example, you could measure 1 credit to be roughly equal to 1 US dollar, or your local equivalent.

STARTING EQUIPMENT

The traditional starting equipment of leather, chainmail, and crossbows may be out of place in your Cyberpunk setting. Some martial firearms, such as the rocket launcher or gatling gun are not meant to be available as starting equipment.

See the starting equipment table for how to exchange one piece of starting equipment for another. With the DM's permission, the player can also use the normal starting equipment instead.

CYBERPUNK STARTING EQUIPMENT

TRADITIONAL	CYBERPUNK
Leather	Steelcloth
Studded leather	Combat suit
Chain shirt	Combat jacket
Scale mail	Armored jacket
Chain mail	Shock armor
Light crossbow	Hunting rifle or double barrel shotgun
Shortbow	Pistol, revolver, or hunting rifle
Longbow	Assault rifle or sniper rifle
Javelins or handaxes	Pistol, revolver, or sawed-off shotgun
Any simple weapon	Any simple weapon
Any martial weapon	Any martial weapon that lacks the massive property
Shortsword or rapier	Magnum, micro SMG, sawed-off shotgun, or sniper rifle
20 arrows or crossbow bolts	20 bullets or shells
Torches or a lantern	Glowsticks or a flashlight

DM TIP: VALUABLE FIREARMS

Some martial firearms make starting equipment substantially more valuable. Bear this in mind for players who are using the Starting Wealth by Class table from the Player's Handbook.

CHAPTER 1

CHARACTER OPTIONS

At first glance, it may be difficult to reconcile the medieval fantasy design of D&D character archetypes with a futuristic cyberpunk setting. Does a bearded old wizard in a pointy hat belong in a grungy dive bar? Does the leaf-laden elven woman and her wolf companion seem out of place squatting in an alley just off the red-light district? Or the bearded dwarf in heavy plate mail armor? The answer is... it depends!

Your setting may be full of anachronisms, a world with vastly different levels of technological advancement in different nations. Political tensions between an advanced city and a high-magic kingdom could draw interesting contrasts. Or you can go with a purely high-technology world, where magic is rare or even non-existent. Ultimately, as with all things, it's up to the DM.

Players should keep the campaign's setting in mind when creating their characters, but there is more than enough freedom to flavor your character in a way that fits.

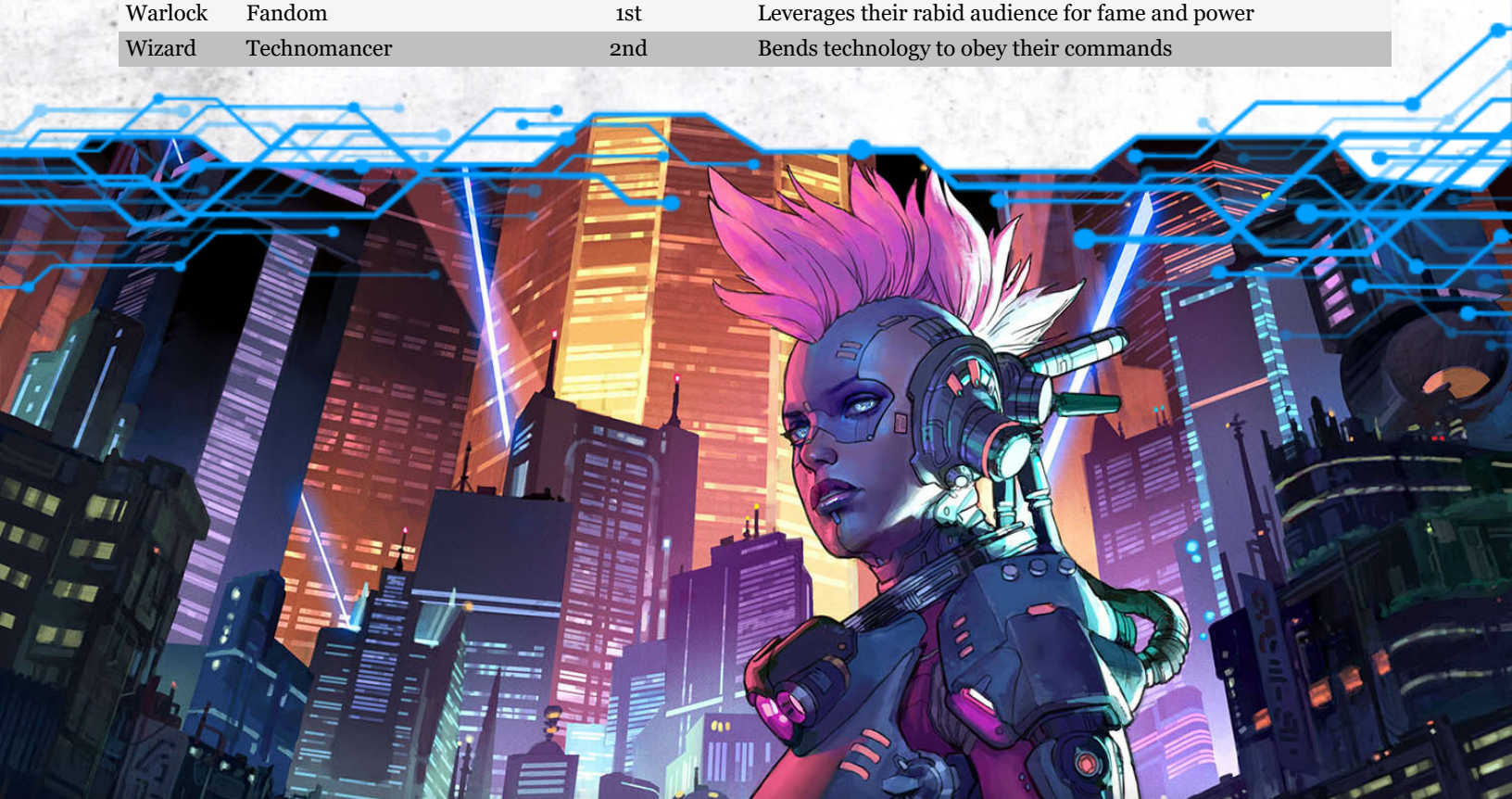
The following are just a few examples of class-based character concepts.

- A barbarian can be a street thug who thrives on violence and drugs.
- A bard can be an aspiring pop star.
- A cleric can be a servant of god in a world that forgot religion in the pursuit of pleasure and wealth.
- A druid can be a vengeful force of nature that leaves the last remnants of their forests to take on the bloated bureaucrats who polluted their home.
- A paladin, similar to standard D&D, is simply a person devoted to a concept or purpose to the point it manifests as divine or mysterious power.
- A ranger can be a homeless person who has learned to forage and survive on the mean streets.

To assist with the creation of your character, this chapter offers cyberpunk themed and setting-neutral subclasses for each of the classes in the Player's Handbook, as well as the artificer. There are additional class options, which include fighting styles, warlock invocations, and artificer infusions. Finally, there are a set of backgrounds for your characters that are more suited for futuristic society.

SUBCLASSES

CLASS	SUBCLASS	LEVEL AVAILABLE	DESCRIPTION
Artificer	Mech Pilot	3rd	Pilots a customizable mech to meet any tactical situation
Barbarian	Street Savage	3rd	A furious heavy weapons expert who accelerates into battle
Bard	College of Anarchy	3rd	Wields the power of their voice to move you
Cleric	Commerce Domain	1st	Trades in goods and gods, and always gets their fair share
Druid	Circle of Transformation	2nd	Transforms into vehicles of all shapes and sizes
Fighter	Toxic Avenger	3rd	Driven by the chemical forces of addiction and withdrawal
Monk	Way of the Primal Forces	3rd	Calls upon the elements and forces of nature
Ranger	Drone Master	3rd	Fights alongside their advanced chimera drone
Rogue	Saboteur	3rd	An expert demolitionist who is crazy about bombs
Sorcerer	Nuclear	1st	Mixes magic and radiation in an unstable bond
Paladin	Oath of Progress	3rd	Leads and unites their allies swiftly toward their goal
Warlock	Fandom	1st	Leverages their rabid audience for fame and power
Wizard	Technomancer	2nd	Bends technology to obey their commands



ARTIFICER: MECH PILOT

Mastery of the modern battlefield requires a hybrid approach of technology and magic, and no combat specialist epitomizes this approach better than the Mech Pilot. Armed and armored in an enchanted mobile suit, the battle mech is a flexible weapons platform built to be reconfigurable. This allows it to fit into any tactical situation on evolving battlefields.

The Mech Pilot's bond to their battle mech is critical to their success. The battle mech is attuned to their pilot's magic, and strong fluctuations of that power source can cause instability, desynchronization, and mission failure. However, a Mech Pilot with mind and mech united can become an unstoppable force.

MECH PILOT SPELLS

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Mech Pilot Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

TOOL PROFICIENCY

When you adopt this specialization at 3rd level, you gain proficiency with electrician's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

MECH PILOT SPELLS

ARTIFICER LEVEL	SPELLS
3rd	magic missile, shield
5th	gust of wind, shatter
9th	lightning bolt, thunder step
13th	fire shield, storm sphere
17th	steel wind strike, teleportation circle

BATTLE MECH

At 3rd level, your knowledge of arcane mechanics has allowed you to develop a sophisticated mechanical suit that you pilot into battle. Over the course of a long rest, you can use your tinker's tools to create a battle mech, which functions as a magical suit of medium armor. The armor weighs 200 pounds, which you can ignore while you wear it. The armor can be the target of one of your artificer infusions.

You gain the following benefits while wearing the battle mech:

- When you attack with a weapon, you can use your Intelligence modifier, instead of Strength or Dexterity modifier, for the attack and damage rolls.
- You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- You gain proficiency with martial weapons.

The armor is powered by your magic, and any creature other than you that dons the battle mech receives no benefits, they cannot use its properties, and the creature's movement speed becomes 0. The armor continues to be a battle mech until you create another battle mech.

TACTICAL ASSAULT ARRAY

Also at 3rd level, you can adjust your armor for a given combat situation. When you create your battle mech, choose one of the following modes: hellion, valkyrie, or titan. The mode you choose gives you special benefits while you wear the battle mech, and determines its properties as armor per the Battle Mech Armor table.

You can change your battle mech's mode whenever you finish a short or long rest, provided you have tinker's tools in hand.

BATTLE MECH ARMOR

MODE	ARMOR CLASS	STEALTH
Hellion	12 + Dex modifier	-
Valkyrie	14 + Dex modifier (max 2)	-
Titan	16	Disadvantage

HELLION

This battle mech mode sacrifices armor and mobility, preferring instead to rain destruction on foes from long range with heavy weaponry. It has the following features:

- You can ignore the massive property on firearms.
- **Bombardment.** As a bonus action, you can assume a braced firing stance if you are standing on a solid surface. While in this stance, you can use a bonus action to make a ranged weapon attack. Additionally, attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls, your speed becomes 0, you can't be knocked prone, and you cannot be pushed or pulled by any effect. As a bonus action, you can exit this stance.

VALKYRIE

This battle mech mode is adept at skirmishing in mobile battlefronts. It has the following feature:

- **Blitz.** You can Dash or Disengage as a bonus action. When you Dash, you gain the effects of the jump spell until the end of your turn, and if you move at least 10 feet in a straight line straight toward a target before hitting it with a weapon attack, it takes an extra 1d8 lightning damage. You can deal this extra damage only once on each of your turns. This extra damage increases to 2d8 at level 9.

TITAN

This battle mech mode is focused on close quarters combat with its ironclad defense. It has the following features:

- You can ignore the two-handed property on a single melee weapon you're holding. Your current and maximum hit points increase by an amount equal to your artificer level.
- **Rebuff.** When you hit a creature that is no more than two sizes larger than you with a melee weapon attack, you can immediately use a bonus action to force it to make a Strength saving throw against your spell save DC. On a failed save, you can push the creature up to 15 feet away from you.
- **Bulwark.** When a creature you can see attacks a target other than you, you can use your reaction to move up to half your movement speed. At the end of this movement, if you are within 5 feet of the target of the attack, you can force the attack to target you instead. This movement doesn't provoke opportunity attacks.

This mode's AC increases by 1 when you reach 5th level, and again when you reach 9th level.

EXTRA ATTACK.

Starting at 5th level, you can attack twice, rather than once, whenever you take the Attack action on your turn.

OVERDRIVE.

At 9th level, you can push your battle mech to its limits. As an action, you can activate your battle mech's Overdrive ability, which grants you effects based on its mode, as shown below. This ability requires a loud vocal component, and you must be wearing your battle mech to use it. Once you have used a mode's Overdrive ability, you cannot use that mode's Overdrive ability again until you have finished a long rest.

Hellion. You gain advantage on your ranged weapon attacks for 1 minute.

Valkyrie. You cast the haste spell on yourself without somatic or material components and without requiring your concentration.

Titan. You cast the enlarge/reduce spell on yourself without somatic or material components and without requiring your concentration. While you are under the effect of the spell, you gain temporary hit points equal to your artificer level at the end of each turn. When you use your Rebuff feature against a target, you can deal 1d6 thunder damage to every target of your choice within 10 feet of it.

AIR SUPREMACY

At 15th level, your battle mech can take to the skies and unleash its full potential. While you wear the battle mech, you have a flying speed equal to your current walking speed.

Additionally, your battle mech gains benefits based on its mode, as shown below.

Hellion. When you hit a target with a ranged weapon attack, you can deal an extra 1d4 cold, fire, lightning or thunder damage (your choice) to that target.

Valkyrie. When you use your Blitz feature, you instead deal an extra 1d8 lightning damage for every 10 feet you move in a straight line straight toward a target before hitting it with a weapon attack, to a maximum of 4d8.

Titan. When you use your Rebuff feature to push a creature away from you, you can instead choose to knock them prone.

BARBARIAN: STREET SAVAGE

Heavy metal, rusty junkyard scrap, and a bad attitude all wrapped into one package. The Street Savage is one mean motherfucker who specializes in launching as much lead as possible at any stupid sonnofabitch that looks at you cross-eyed. Preferably from a monster truck.

More cunning than one might give them credit for, the Street Savage is adept at attaching all manner of brutal instruments to their weapons. Does this gatling gun need a chainsaw? Should I mount a rocket launcher on my flamethrower? When I die, should I go to hell with friends? The answer is always, "YES!"

WALKING TANK

Starting when you choose this path at 3rd level, you can leverage your ferocious strength and rage into your firearms. You gain the following benefits:

- When you attack with a two-handed firearm, you can use your Strength modifier instead of your Dexterity modifier for the attack roll.

- Where your Barbarian features apply to melee weapon attacks, they now also apply to ranged weapon attacks with two-handed firearms.

SAVAGE ACCESSORIES

At 3rd level, you can modify your firearms to be more useful in brutal combat. You gain proficiency with tinker's tools and land or water vehicles (your choice). If you already have either of these proficiencies, you instead gain proficiency with one other type of artisan's tools of your choice.

Over the course of a long rest, you can add one of the following savage accessories to a two-handed firearm.

Belt Feed. If this firearm lacks the blast property, it ignores the reload property. You can swap ammo types loaded into this firearm on your turn (no action required).

Blast Shield. While you are holding this weapon you are not affected by the blast property on weapons and you have resistance to thunder damage.

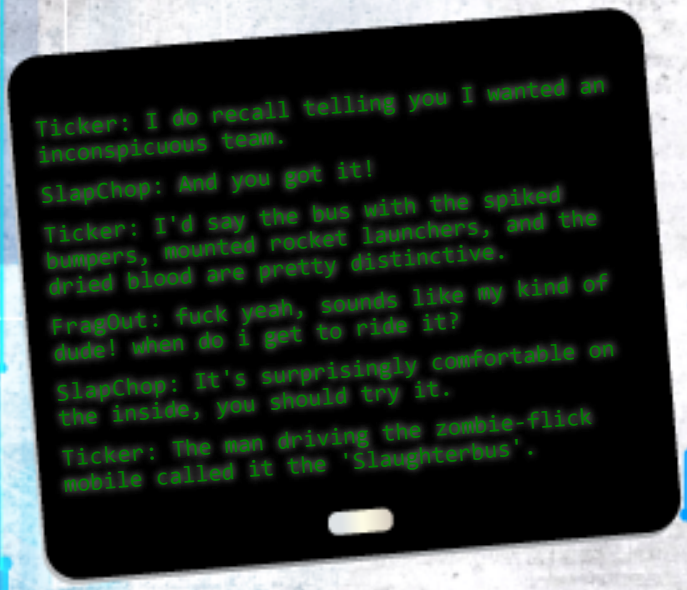
Bola Launcher. As an attack with this firearm, you can launch a bola at a creature. A bola functions similarly to a net, except that it is range 20/60, and you can make your normal number of attacks. You can reload this launcher over the course of a short or long rest.

Chainsaw. This weapon also functions as a chainsaw for melee attack purposes, including opportunity attacks, except that it does not require a pull start in order to be used.

Dead Man's Switch. You can attach an explosive that requires an action to use to this firearm. If you are holding the firearm when you are reduced to 0 hit points, you can activate the explosive at a point within your space. You can replace the explosive over the course of a short or long rest.

Grapple Harpoon. This weapon can launch a harpoon at a target. It functions similarly to a spear gun except that it is range 30/60. When you hit a creature with a harpoon from this weapon, and the target is a creature your size or smaller, you can make a contested Strength (Athletics) check to pull it next to you and grapple it with a free hand. If there is no open adjacent space, then the creature stops in the nearest available open space and is not grappled. Alternatively, if the target is larger than you, you can choose to be pulled to it. However, this does not grapple it.

Under-Barrel Rocket Launcher. This weapon also functions as a rocket launcher. This accessory is not compatible with other under-barrel accessories.



A firearm can have only 1 savage accessory, and you can maintain a number of savage accessories equal to your Rage Damage. If you attempt to add a savage accessory beyond your limit, you can choose which of your current savage accessories will break and become unusable.

If a creature other than you attempts to use one of your savage accessories or the firearm it is attached to, the attempt will fail and the firearm will malfunction, causing the creature to take 2d4 slashing or piercing damage (your choice).

ROAD RAGE

At 6th level, you become a fierce road warrior who gives new meaning to the term muscle car. If you enter a rage while you are driving a vehicle, the benefits of your rage also apply to your vehicle until the rage ends.

Your rage doesn't end early if your vehicle has attacked a hostile creature or taken damage since your last turn. While you are driving a vehicle and raging, the vehicle can make ranged attacks using your Strength modifier, instead of Dexterity, for the attack rolls.

Additionally, you can control a vehicle without having a free hand for the vehicle's controls.

BLAZE OF GLORY

At 10th level, when a vehicle you are driving is reduced to 0 hit points, you can use a reaction to have the vehicle move up to its movement speed. This movement doesn't provoke opportunity attacks. If a vehicle would explode when it is reduced to 0 hit points, the explosion occurs immediately after this movement.

Additionally, you gain resistance to fire damage and you take no damage from explosion effects caused by a vehicle or any other object reaching 0 hit points.

DEATH MACHINE

Beginning at 14th level, your adrenaline fueled rage allows you to maintain an iron grip on two weapons of mass destruction simultaneously. While you're raging, you can ignore the two-handed property on all firearms. As a bonus action, you can engage in two-weapon fighting with any firearm.

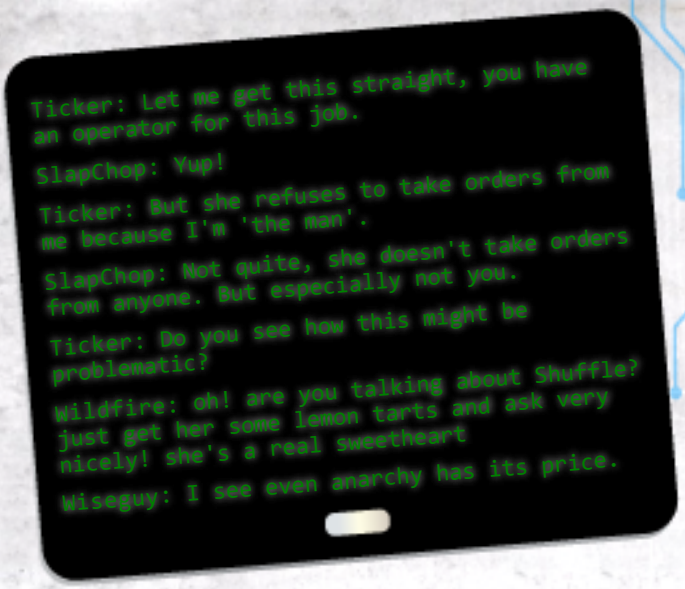
Additionally, you can draw or stow two firearms when you would normally be able to draw or stow only one.

BARD: COLLEGE OF ANARCHY

The College of Anarchy is less a place and more a state of mind. It is a rejection of oppressive governments, of soulless megacorporations, and of any shithead that wants to tell you what to do. It is a statement of revolution against 'The Man', and all it represents.

The bards of this college tend to be loud, in both voice and appearance. The image of the punk rocker with a colorful mohawk and glowing LED tattoos is iconic, but the seed of rebellion can take root in even the most forgettable of office workers.

This force of personality yearns to crack the pillars of civilization and cause everything to come crumbling down, but their motivation for doing so is their own.



BONUS PROFICIENCIES

When you join the College of Anarchy at 3rd level, you gain proficiency with martial firearms. You can use a firearm as a spellcasting focus for your bard spells.

SUPERSTAR

At 3rd level, you can use the Bardic Inspiration feature on any creature who you can hear or see, and who can hear or see you, regardless of range. This includes creatures that can hear or see you through digital means, such as a camera or smartphone.

REBELLIOUS SHOUT

At 3rd level, you learn how to channel your powerful free will into your voice.

As a bonus action, you can expend one use of your Bardic Inspiration on a creature you can see or who can hear you other than yourself within 60 feet of you to use one of the following Rebellious Shout options of your choice. If the creature is unwilling, it can make a Constitution saving throw against your spell save DC. On a successful save, the creature is not moved and suffers no effects.

Rise Up. The creature regains hit points equal to the number you roll on the Bardic Inspiration die plus your Charisma modifier and is pulled up to 10 feet closer to you. If the creature is prone, it can use its reaction to stand up. A creature cannot be the target of this ability again until they have finished a short or long rest.

Fuck Off. The creature takes thunder damage equal to the number you roll on the Bardic Inspiration die plus your Charisma modifier. If the creature is Large or smaller, it is pushed up to 10 feet away from you.

Get Lost. The creature is frightened until the end of your next turn and is deafened for 1 minute.

REVOLUTION

At 6th level, you can speak up when you see someone being oppressed and harden their resolve. As a reaction, when a creature within 30 feet of you makes a saving throw against being frightened or charmed, you can start a performance per the Countercharm feature. The creature gains advantage on the saving throw as part of the performance.

LOUDSPEAKER

Starting at 14th level, the power of your voice is magnified to establishment-shattering levels. When you use your Rebellious Shout, you can also target creatures of your choice within 10 feet of your original target, and they are affected by your Rebellious Shout option.

Additionally, when you roll a Bardic Inspiration die as part of your Rebellious Shout, you can roll it twice and add both numbers to the result.

CLERIC: COMMERCE DOMAIN

The gods of commerce oversee the trade of goods and services. These deities understand that business lubricates the gears of society and keeps everything running smoothly. Some gods see commerce as a force which must be regulated so that all may benefit from fair trade. Other gods see it as a competition, where the accrual of wealth and power are the goal. In the cutthroat world of megacorporations and massive economic inequality, the latter deities often hold greater sway.

Clerics of these gods put great stock in the open market and the true value of all things. A cleric's station may range from the lowly accountant with dreams of starting their own business, to a ruthless mid-level executive looking to climb the ranks into the executive boardroom, or perhaps they're a rogue economist trying to bring balance to the commercial world.

COMMERCE DOMAIN SPELLS

CLERIC LEVEL	SPELLS
1st	alarm, charm person
3rd	locate object, zone of truth
5th	contract, counterspell
7th	banishment, dimension door
9th	dominate person, teleportation circle

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with one type of artisan's tools of your choice, and in one of the following skills: Deception, History, or Persuasion.

AGGRESSIVE BARGAINING

At 1st level, you can trade a bit of vital energy in order to twist fate. As a reaction, when you or a willing creature within 30 feet of you makes an attack roll, an ability check, or a saving throw, you and the willing creature can each choose to spend Hit Dice, up to a combined maximum of 4 Hit Dice. For each Hit Dice spent in this manner, the target adds 1d4 to the result. You can only use this ability after the roll, but before any effects of the roll are applied.

You can use this feature a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

SPENDING HIT DICE

As a reminder, you only regain health when spending Hit Dice at the end of a short rest unless a feature or item specifically states otherwise.

CHANNEL DIVINITY: MEDIATION

Starting at 2nd level, you can use your Channel Divinity to exchange vital energy in a way that is profitable and beneficial for all.

As an action, you present your holy symbol, choose up to six willing creatures (which can include yourself) within 30 feet of you. Each creature can spend one or more Hit Dice to cause one other creature affected by this Channel Divinity to regain an equal amount of spent Hit Dice.

Additionally, until the end of your next turn, each creature can spend a hit die on its turn (no action required) if it is not incapacitated. The creature rolls the Hit Dice and regains hit points equal to the die roll + the creature's Constitution modifier + your cleric level.

CHANNEL DIVINITY: SANCTIFIED TRANSACTION

Starting at 6th level, you can use your Channel Divinity to make a transaction for goods on the sacred market.

As a bonus action, you can magically create a nonliving object you've seen before in your empty hand or in an empty space within 5 feet of you. The object can be no larger than a 3-foot cube and its credit value can't be worth more than 6,000 times your cleric level. The DM decides if a specific item can be created in this manner, and its value.

The object vanishes after 1 hour unless you magically spend an amount of credits you're carrying equal to its value when you use this Channel Divinity. The object cannot be used as the material component for a spell unless you spend credits for it in this manner first.

POTENT SPELLCASTING

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

FREE TRADE

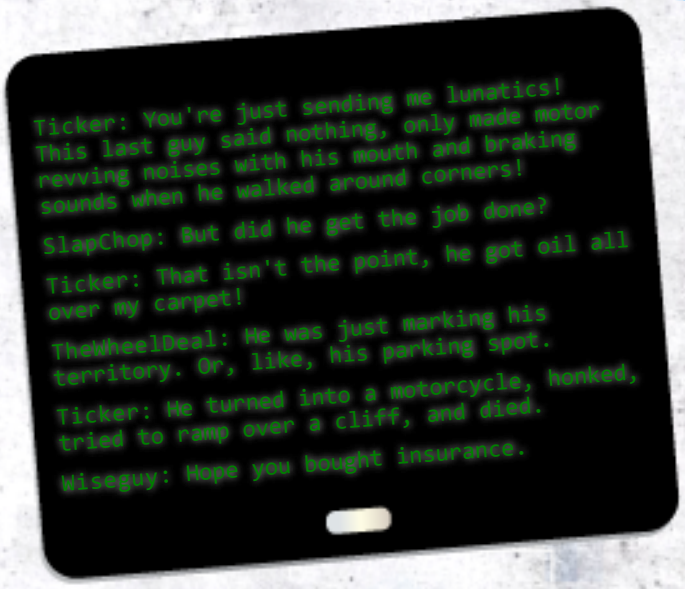
At 17th level, you can liquidate your vast supply of divine energy when you need it most. Once per turn, when you cast a spell on your turn that deals damage, you can expend one spell slot to deal additional damage to one target of the spell. The extra damage is 1d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than the 1st, to a maximum of 4d8.

Alternatively, once per turn, when you cast a spell on your turn that restores hit points, you can expend one spell slot to restore additional hit points to one target of the spell. The creature regains an extra 1d8 hit points for a 1st-level spell slot, plus 1d8 for each spell level higher than the 1st, to a maximum of 4d8.

DRUID: CIRCLE OF TRANSFORMATION

Though the forests have been replaced by cities, the trees replaced by glittering steel spires, and the wayward paths replaced by neon-stained streets, some things never change. The land may look different, but those who look for a heart in the concrete jungle will find it beating to the rhythm of a combustion engine. Through the streets flows the blood of the city, a ceaseless tide of machines and life.

Where lovers of nature would give up and abandon these lands for greener pastures, others would appreciate the



splendor of chrome and grime. The streets and skyscrapers have a will of their own, and a voice for those who will listen. They were paved and built with purpose, and those that would speak for the city shall know the strength in its foundations.

After all, in worlds both natural and artificial, one rule reigns supreme: survival of the fittest. Where clumsy beasts would be out of their element, druids of this circle shall find themselves at home. Where paw and hoof dare not tread, let wheels roll instead.

METAL BEAST

When you choose this circle at 2nd level, you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action, and you gain proficiency with tinker's tools.

Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to increase your speed by 10 feet per level of the spell slot expended until the end of your current turn.

ALL-TERRAIN FORMS

The rites of your circle grant you the ability to transform into a variety of vehicles. Starting at 2nd level, you can use your Wild Shape to transform into a sentient vehicle with a challenge rating as high as your druid level divided by 4. For example, at 2nd level, you can transform into a vehicle with a challenge rating of 1/2, such as a motorcycle or jet ski.

When you transform, your vehicle form can have a melee weapon mount installed (you choose the type), per the vehicle modification (see Chapter 4). You can use your proficiency bonus instead of the vehicle's when making attacks with this weapon. You don't gain any of the vehicle's immunity to conditions.

You ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there. All creatures are treated as the same size as you for the purposes of determining crashing damage. The DC for the Dexterity save to avoid being crashed into by you is equal to your spell save DC. If your form has an explosion effect when you are reduced to 0 hit points, you are not damaged by your explosion.

MYSTIC MUNITIONS

Starting at 6th level, your attacks in vehicle form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Additionally, when you transform into a Large or larger vehicle, you can have a ranged weapon mount installed with a gatling gun, assault cannon, or rocket launcher, per the vehicle modification. Ammunition for these weapons is magically created when you attack with them. You can use your proficiency bonus instead of the vehicle's when making attacks with these weapons.

MAYHEM SHAPE

At 10th level, you can expend two uses of Wild Shape at the same time to transform into a sentient vehicle with a challenge rating as high 5.

At 14th level, you can transform into a sentient vehicle with a challenge rating as high as 6.

OVERHAUL

By 14th level, you have mastered your vehicle shape and can begin making modifications to your vehicle forms. When you transform into a vehicle you can choose to gain two from the following vehicle modifications: chameleon coating, ejection seating, environmental shielding, gold plated, hyper thrusters (air vehicle only), and rocket thrusters (land or water vehicle only).

FIGHTER: TOXIC AVENGER

The Toxic Avenger is a creature of polar opposites, depending on the flow of chemicals running through their veins. When the drugs flow freely, the Toxic Avenger can control the chemistry of their own body to overcome any obstacle. However, as their reliance on chemicals grow, eventually they will lose their potency.

When the flow of drugs finally ebbs, the Toxic Avenger undergoes a terrible transformation as the desperate craving sets in. As the urge grows stronger, so do the changes, until the Toxic Avenger might be almost unrecognizable from their chemical-rich persona.

RECREATIONAL USER

When you choose this archetype at 3rd level, you can produce drugs and relish their consumption. You gain proficiency with alchemist's tools, and can consume a dose of drugs when you use any bonus action, such as when you use your Second Wind.

CATALYST

Starting at 3rd level, you become capable of harnessing your body's glands and organs to produce powerful chemicals that give you an edge. As a bonus action, or as a part of any other bonus action you take, you can choose to use a Volatile Catalyst or a Stable Catalyst. Roll a d4 on either table to determine its effect, or spend a Hit Die to choose one effect from either table. If you use this ability and gain an effect that is already effecting you, the new effect replaces the older one.

You can use this feature a number of times equal to your Constitution modifier + your proficiency bonus, and you regain all expended uses when you finish a long rest. Alternatively, you can spend your Second Wind feature to use this feature. Using the feature in this manner does not count against your normal number of uses.

VOLATILE CATALYST

D4	EFFECT
1	You roll a d4 and add the number rolled to all attack rolls for 1 minute.
2	You gain resistance to all damage until the end of your next turn.
3	You gain advantage on all weapon attack rolls until the end of the current turn.
4	You gain advantage on Strength, Dexterity, or Constitution (your choice) ability checks and saving throws for 1 hour.

STABLE CATALYST

D4	EFFECT
1	You roll a d4 and add the number rolled to all ability checks for the next hour.
2	You can't be charmed or frightened for 10 minutes. If you are charmed or frightened when you gain this effect, the effect is suspended for the duration.
3	You gain temporary hit points equal to twice your fighter level.
4	You gain advantage on Intelligence, Wisdom, or Charisma (your choice) ability checks and saving throws for 1 hour.

HIGH LIFE

Starting at 7th level, you become more accustomed to the ebb and flow of toxins in your body. You have advantage on saving throws against drug addiction.

While you are at addiction level 3 with a drug, you can still gain benefits from consuming that drug. Once you do so, you cannot gain that drug's benefits again until you finish a long rest.

EQUILIBRIUM

At 10th level, you become adept in manipulating and balancing your internal chemistry. When you roll to determine your Catalyst effect, you can roll 2d4. You can roll both dice on a single Catalyst table, or roll one d4 for both the Volatile and Stable Catalyst tables. You can choose to gain the effects of either result.

Additionally, if you roll two dice, you can also choose to gain the effects of both results. Once you gain both effects in this manner, you cannot do so again until you finish a long rest.

CHEMICAL BURN

At 15th level, your body begins to produce corrosive chemicals which scour your enemies from the battlefield. When you hit a target with a weapon attack while you are under the effect of a Catalyst, or while you have temporary hit points from a Catalyst, you can deal acid damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a single Catalyst, plus 1d8 for each additional Catalyst effect, to a maximum of 4d8. Once you deal this damage, you cannot do so again until the start of your next turn.

You also gain resistance to acid damage.

TOXIC MANIA

Starting at 18th level, you can flush your system with chemicals to fuel your body past its limits. When you are reduced to 0 hit points but not killed out-right, you can end one of your Catalyst effects, if you have any, causing you to drop to 1 hit point instead of 0.

In addition, when you roll initiative and have no uses of your Catalyst feature left, you regain one use of that feature.

MONK: WAY OF THE PRIMAL FORCES

Monks of the Way of the Primal Forces are in tune with the chaotic forces of nature. The elements that compose the world and bind reality together are powerful tools for any that dare to attempt mastering them.

In an age where civilization has become untethered from the world it resides in, the primal powers seem irrelevant. It can be easy to discard the forces of water, earth, air, and fire from the comfort of an air-conditioned skyscraper, until a natural disaster serves a sharp reminder of one's own insignificance in the universe.

By weaving together the elements, and shaping them with their will, monks of this tradition can become as unstoppable as the crushing tsunami, the raging earthquake, the swirling tempest, or the blazing wildfire.

SPELLCASTING

When you reach 3rd level, you can channel the primal elements to aid you. See below for the primal forces spell list.

Cantrips. You learn a cantrip of your choice from the primal forces spell list. You learn another primal forces cantrip of your choice at 10th level.

Spell Slots. The Primal Forces Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell burning hands and have a 1st-level and a 2nd-level spell slot available, you can cast burning hands using either slot.

Spells Known of 1st Level and Higher. You know three 1st-level spells of your choice from the primal forces spell list.

PRIMAL FORCES SPELLCASTING

MONK LEVEL	CANTRIPS KNOWN	SPELLS KNOWN	1ST	2ND	3RD	4TH
3rd	1	3	2	-	-	-
4th	1	4	3	-	-	-
5th	1	4	3	-	-	-
6th	1	4	3	-	-	-
7th	1	5	4	2	-	-
8th	1	6	4	2	-	-
9th	1	6	4	2	-	-
10th	2	7	4	3	-	-
11th	2	8	4	3	-	-
12th	2	8	4	3	-	-
13th	2	9	4	3	2	-
14th	2	10	4	3	2	-
15th	2	10	4	3	2	-
16th	2	11	4	3	3	-
17th	2	11	4	3	3	-
18th	2	11	4	3	3	-
19th	2	12	4	3	3	1
20th	2	13	4	3	3	1

The Spells Known column of the Primal Forces Spellcasting table shows when you learn more spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the primal forces spells you know and replace it with another spell from the primal forces spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your primal forces spells, since you learn your spells through your spiritual link to nature and the elements. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a primal forces spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Spellcasting Focus. You can use a monk weapon as a spellcasting focus for your Primal Forces spells

PRIMAL FORCES SPELL LIST

Here's the list of spells you consult when you learn a primal forces spell. The list is organized by spell level, not character level.

CANTRIPS (0 LEVEL)

Fire bolt
Frostbite
Mending
Ray of frost
Shocking grasp

1ST LEVEL

Absorb elements
Burning hands
Create or destroy water
Earth tremor
Feather fall
Fog cloud
Ice knife
Thunderwave

2ND LEVEL

Aganazzar's scorcher
Flaming sphere
Gust of wind
Levitate
Maximillian's earthen grasp
Misty step
Pyrotechnics
Scorching ray
Shatter
Snilloc's snowball swarm
Warding wind

3RD LEVEL

Erupting earth
Fireball
Fly
Gaseous form
Lightning bolt
Meld into stone
Protection from energy
Sleet storm
Thunder step
Tidal wave
Wall of water
Wind wall

4TH LEVEL

Control water
Fire shield
Ice storm
Stone shape
Storm sphere
Wall of fire
Watery sphere

ELEMENTAL BOND

Starting at 3rd level, you can begin weaving and shaping the elements of the world around you. Choose to learn one of the following cantrips: control flames, gust, mold earth, or shape water. You can choose an additional cantrip from this list at 6th, 11th, and 17th level. These cantrips don't count against your number of cantrips known.

FOCUSED CHAOS

At 3rd level, you can spend 1 ki point to cast a cantrip from your primal forces spell list or your Elemental Bond as a bonus action.

PRIMAL MARTIAL ARTS

At 6th level, your familiarity with the elements allows you to wield them as an extension of your limbs. When you take the Attack action on your turn, you can choose to have your unarmed strikes deal cold, fire, thunder, or bludgeoning damage (your choice for each attack). When you do so, your reach with your unarmed strikes increases by 10 feet until the end of your turn.

PRIMORDIAL MIGHT

Starting at 6th level, when you cast a primal forces spell of 1st-level or higher, you can cast that spell one level higher than the spell slot you expend. For example, if you cast burning hands at 1st-level, then it is effectively cast at 2nd-level, and deals increased damage since it is cast at a higher level.

At 11th level, you can cast spells two levels higher than the spell slot you expend, and at 17th level, you can cast spells three levels higher than the spell slot you expend.

CHANNEL PRIMEVAL POWER

At 11th level, blending martial arts and primal powers comes second nature to you. Immediately after you take the Attack action on your turn, you can use a bonus action to cast a primal forces spell of 1st level or higher by spending ki equal to the level of the spell slot expended.

HARNESS ELEMENTS

At 17th level, your mastery of the elements allows you to traverse them unhindered. As a bonus action, you can spend up to 4 ki points to gain a number of the following benefits of your choice for 10 minutes. The amount of benefits you can choose equals the number of ki points you spent.

Air. You have a flying speed equal to your walking speed.

Earth. You can move through solid earth or stone, but you can't end your movement there. If you do so, you are ejected to the nearest unoccupied space, and you are stunned until the end of your next turn.

Fire. Your speed increases by 60 feet.

Water. You have a swimming speed equal to your walking speed, and you can breathe underwater.

PALADIN: OATH OF PROGRESS

The Oath of Progress is a commitment to the betterment of society for current and future generations. In modern times, corporations recklessly pursue profit, basic rights are denied, and rifts divide populations into warring factions. Paladins seeking to shatter the boundaries between people and potential will swear an Oath of Progress.

Depending on the nature of obstacles they face, a paladin who swears this oath may be an activist, the leader of a revolution, or even a scientist searching for answers. However, progress never comes without sacrifice, and a warrior who disregards the damage they cause in pursuit of their goals may find the end was not worth the means after all.

TENETS OF PROGRESS

The tenets of progress are a promise made to civilization, and they stand as ideals to uphold in the face of adversity.

United We Stand. Where there is division and strife, you will unite disparate factions into a force to be reckoned with. The whole is greater than the sum of its parts.

The Future is Now. You shall embrace advancement and change. Whether it be new discoveries, technological breakthroughs, or even a fresh point of view, it all leads to valuable growth.

Discard Tradition. Those who cling to tradition and superstition are only holding themselves back. You must abandon old feuds and rivalries in order to keep moving forward.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF PROGRESS SPELLS

PALADIN LEVEL	SPELLS
3rd	charm person, command
5th	alter self, knock
9th	haste, tongues
13th	dimension door, freedom of movement
17th	passwall, greater restoration

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

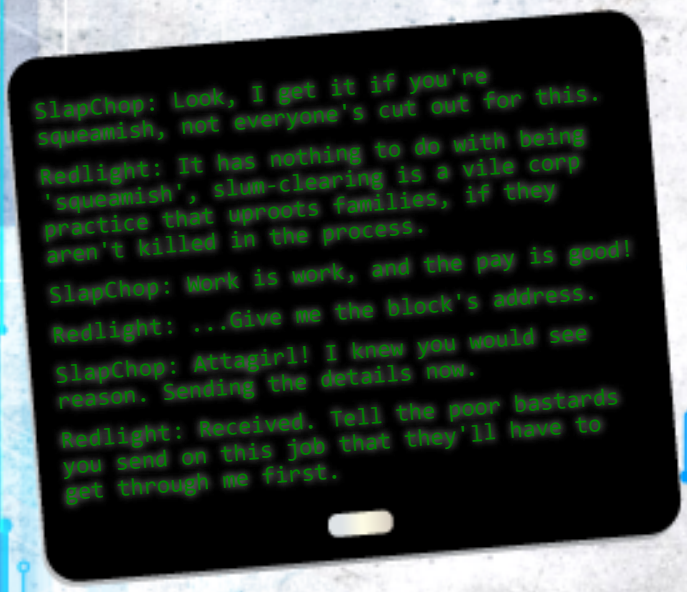
Bold Proclamation. You can use your Channel Divinity to captivate your fellow people with your presence. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes charmed for 10 minutes. The charmed creature has disadvantage on attack rolls, and can repeat this saving throw at the end of each of its turns if it sees a hostile creature, ending the effect on itself on a success. The effect ends for a creature if you damage it.

Ambitious Strike. You can use your Channel Divinity to gamble on a powerful blow. When you would hit with a weapon attack, you can instead use your Channel Divinity to make the attack again, ignoring advantage and disadvantage on the roll. If the attack still hits, it is a critical hit.

AURA OF PROGRESS

Beginning at 7th level, you inspire alacrity in yourself and your allies. Creatures of your choice that move within 10 feet of you or start their turn there can Dash as a bonus action until the end of their turn.

At 18th level, the range of this aura increases to 30 feet.



OVERTHROW

At 15th level, when you hit another creature with a weapon attack, you can cause it to make a Charisma saving throw. On a failed save, the creature is cursed for 1 minute. Add 1d4 to attack rolls against the cursed creature, and the cursed creature subtracts 1d4 from its saving throws.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

Additionally, your Divine Sense feature can detect creatures that can speak at least one language, and you know what languages they speak.

PARAGON OF UNITY

At 20th level, your force of personality is strong enough to spark an unbreakable alliance. As an action, you can become an unstoppable icon, gaining the following benefits for 1 minute:

- Each creature of your choice within 30 feet of you deals an extra 1d6 force damage when it hits with an attack.
- When a creature other than yourself that you can see within 30 feet of you drops to 0 hit points as a result of taking damage, but is not killed outright, you can use your reaction to drop it to 1 hit point instead.
- You and creatures of your choice within 60 feet of you can ignore difficult terrain.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER: DRONE MASTER

For some, the lure of high-tech gadgetry, mechanized limbs, and shiny chrome is too much to avoid. Drones are a part of most modern corporate security systems, and for good reason. Drones don't complain, they don't get sick, and they don't betray you to your business rivals. In a firefight, the best companion to have at your back is the one who will listen to and obey your orders unquestioningly.

The Drone Master is a different sort of breed. While they can produce cold, pitiless killing machines as effectively as any megacorp, some have opted for something more. Using a form of magically implanted artificial intelligence, they can instill consciousness in their drones, and some have even developed personalities. It's a brave new world, one where the people may soon find themselves outdated by machinery.

TOOL PROFICIENCY

Starting at 3rd level, you gain proficiency with tinker's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

DRONE MASTER MAGIC

At 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Drone Master Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

DRONE MASTER SPELLS

RANGER LEVEL	SPELLS
3rd	catapult
5th	heat metal
9th	fly
13th	fabricate
17th	animate objects

CHIMERA DRONE

At 3rd level, you have engineered a robot with synthetic materials, machine parts, and refined oil, then magically infused it with life and sentience. It is friendly to you and your companions, and it obeys your commands. See this creature's game statistics in the chimera drone stat block. You determine the build and style of the drone and whether it moves on legs, wheels, or treads; your choice has no effect on its game statistics.

In combat, the chimera drone shares your initiative count, but takes its turn immediately after yours. You can also sacrifice one of your attacks when you take the Attack action to command the drone to use its reaction to make an attack instead. If the drone has died within the last hour, you can use your tinker's tools as an action to revive it, provided you are within 5 feet of it and you expend a spell slot of 1st level or higher. The chimera drone returns to life after 1 minute with all its hit points restored.

At the end of a long rest, you can create a new chimera drone if you have your tinker's tools with you. If you already have a chimera drone from this feature, the first one immediately perishes.

LOADOUT

By 3rd level, you have developed combat and utility attachments for your drone. Choose two of the following attachments to modify your chimera drone.

- **Hacker-Bot.** When the drone makes an ability check with electrician's tools or hacking tools it can add your proficiency bonus to the roll, and the drone gains the benefits of having the hacking tools augment installed. As a bonus action, the drone can launch a built in universal cable up to 30 feet to connect itself to a port it can see.
- **Primed Shot.** The drone can use its primed shot attack.
- **Razor Claws.** The drone can use its razor claws attack.
- **Serum Shot.** You can use your bonus action to cause a creature of your choice within 30 feet of the drone that it can see to regain hit points equal to 1d6 + your Wisdom modifier. You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). When you finish a long rest, you regain all expended uses.
- **Shock Prod.** The drone can use its shock prod attack.

Over the course of a long rest, you can replace your chimera drone's attachments with two attachments of your choice.

CHIMERA DRONE

Small construct (drone), neutral

Armor Class 13 (Natural Armor)
Hit Points 5 + five times your ranger level (the drone has a number of Hit Dice [d8s] equal to your ranger level)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	15 (+2)	13 (+1)	5 (-3)

Saving Throws Dex +4, Con +5, Wis +3
Skills Athletics +4, Perception +3
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands the languages you speak

Advanced Engineering. The following numbers increase by 1 when your proficiency bonus increases by 1: the drone's armor class, skill, and saving throw bonuses (above), and the bonuses to hit and damage of its attacks.

Electronics. The drone is susceptible to the effects of EMP and similar effects.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Razor Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage. Requires the razor claws attachment.

Shock Prod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) lightning damage. Requires the shock prod attachment.

Primed Shot. *Ranged Weapon Attack:* +4 to hit, range 50/200 ft., one target. Hit: 5 (1d6 + 2) piercing damage. Requires the primed shot attachment.

UPGRADE

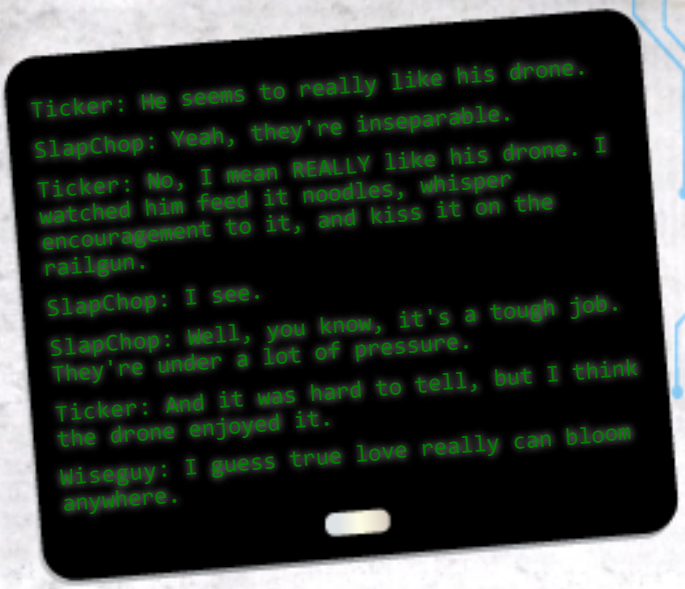
At 7th level, you have refined your engineering to improve your drone's attachments. Each attachment gains its respective additional abilities or effects.

- **Hacker-Bot.** As an action, the drone can cause an EMP at a point it can see within 60 feet of it. Machines, constructs, and vehicles within 30-foot-radius of that point are subjected to EMP.

  Machines in the area cease to function for 1 minute. Constructs in the area with the Electronics feature must succeed on a Constitution saving throw against your spell save DC or they are stunned until the end of your next turn. Vehicles in the area must succeed on a Constitution saving throw against your spell save DC or its movement speed is reduced to 0 and can't take actions or reactions until the end of the drone's next turn.

  Additionally, wireless and radio connections within a 100-foot-radius radius of the point are suppressed for 1 minute.

  Once the drone uses this ability, it must finish a short or long rest before it can use it again.



- **Primed Shot.** A target hit by this attack begins burning for 1 minute, so long as it is not already burning from this attack, and takes 1d6 fire damage at the start of each of its turns.
- **Razor Claws.** The drone can grapple a creature up to one size larger than it hit by this attack. Until this grapple ends, the chimera drone can't use its razor claws against another target.
- **Serum Shot.** Instead of regaining hit points, this ability can end either one disease or one condition for the creature. The condition can be blinded, deafened, paralyzed, poisoned, or stunned.
- **Shock Prod.** A creature hit by this attack can't take reactions until the start of its next turn and its speed is reduced by 10 feet.

Additionally, the drone's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

CYBERDEMON

At 11th level, through a combination of magic and machinery, your chimera drone has achieved the cutting edge of technological superiority. You can choose one of the following advanced attachments to modify your chimera drone.

- **Anti-Grav Boosters.** Your drone gains a flying speed of 80 feet and the ability to hover. It gains a +2 bonus to its AC.
- **Hijack Module.** Your drone can cast commandeer vehicle using your spell save DC and requiring no components. Once this ability has been used, it cannot be used again until it finishes a long rest.

  If your drone has the Hacker-Bot attachment, it can add double your proficiency bonus to ability checks made with its hacking tools.
- **Mobile Unit.** Your drone becomes a Medium size sentient vehicle that can hold 1 rider. Its walking speed changes to 120 feet and its climbing speed changes to 60 feet. Its hit point maximum increases by an amount equal to your ranger level.

Over the course of a long rest, you can replace your chimera drone's advanced attachment with one attachment of your choice.

MASTER'S CALL.

At 15th level, the bond between you and your chimera drone has become second-nature and you can call your drone to defend you in your moments of need.

When a creature you can see attacks you, you can use your reaction to have your drone move up to half its movement speed directly toward you. At the end of this movement, if the drone is within 5 feet of you, you can force the attack to target the drone instead. This movement doesn't provoke opportunity attacks.

ROGUE: SABOTEUR

There are countless situations where sabotage, terrorism, catastrophic failure, and bombings have changed the course of history. A true Saboteur knows that any goal is achievable with enough explosives. If a job has a car that needs stopping, a skyscraper that needs dropping, or a person that needs popping, then look no further.

The real challenge for the Saboteur is knowing when to stop. Some saboteurs let the force multipliers at their fingertips go to their head, becoming a mad bomber. In these cases, self-destruction is inevitable, but at least it's always one hell of a fireworks show.

BOMBARDIER

When you choose this archetype at 3rd level, you gain proficiency with the grenade launcher, rocket launcher, thumper, and demolitionist's tools. When you make an attack with a blast weapon with which you are proficient, you can choose which targets other than the primary target are affected by the weapon's blast property.

You also gain an additional way to use your Sneak Attack; you can use Sneak Attack against objects and vehicles as long as you don't have disadvantage on the attack roll.

DM TIP: BLAST SNEAK ATTACK

Sneak Attack does not apply to blast damage on targets other than the primary target. Only the weapon's damage roll applies to the blast firearm property.

HAIR TRIGGER

At 3rd level, you can use the bonus action granted by your Cunning Action to use any explosive that can be used as an action, or to use your demolitionist's tools to disarm explosives.

BLASTJUMPER

At 9th level, you can give yourself a blast-propelled boost of speed. You can use the bonus action granted by your Cunning Action to expend one ammunition from a weapon with the blast property you are holding. You immediately fly up to 40 feet in a straight line in any direction. If you are not on the ground at the end of the movement, you fall.

Additionally, you gain resistance to thunder damage and can fall up to 40 feet without taking damage.

EMERGENT ORDNANCE

Beginning at 13th level, using your demolitionist's tools, you can create special improvised explosive devices (IED) with supplies you carry and gather from the environment around you. Each IED functions similarly to an explosive (see Chapter 5, 'Explosives') but is unstable, and falls apart after 24 hours unless maintained.

Over the course of a long rest, you can expend a number ordnance points equal to your twice proficiency bonus to create or maintain IEDS. The Ordnance Points table shows the cost of creating or maintaining each type and tier of explosive.

ORDNANCE POINTS

EXPLOSIVE	POINT COST
Tier 1	
Flashbang	1
Fragmentation grenade	1
Napalm grenade	1
Pipe bomb	1
Smoke grenade	1
Plastic explosive	2
Tear gas	2
Tier 2	
Flashbang	2
Fragmentation grenade	2
Napalm grenade	2
Pipe bomb	2
Smoke grenade	2
Plastic explosive	3
Tear gas	3

MAD BOMBER

At 17th level, you gain the ability to unleash a hail of charges on groups of foes. As an action, you can make up to 5 attacks with weapons with the blast property, provided that each attack targets a different creature. As part of each attack, you can draw a weapon. Once you use this feature, you must finish a short or long rest before you can use it again.

SORCERER: NUCLEAR

The atom is the building block of the universe. Locked inside is a limitless font of power, waiting to be unleashed. Many who have bathed in the deadly embrace of radiation have crumbled, but some select few of the survivors may find themselves irrevocably altered. A sorcerer tainted by radiation can become a nuclear powerhouse, so long as they can avoid melting down.

RADIOACTIVE

At 1st level, your inner glow grants you an internal powerhouse from which to draw magic. You gain resistance to radiant damage, advantage on saving throws against being irradiated, and you learn the Light cantrip if you don't already know it.

In addition, you learn an additional spell when you reach certain levels in this class, as shown in the Nuclear Spells table. The spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

NUCLEAR SPELLS

SORCERER LEVEL	SPELLS
1st	faerie fire
3rd	ray of enfeeblement
5th	fireball
7th	sickening radiance
9th	antilife shell

REACTOR

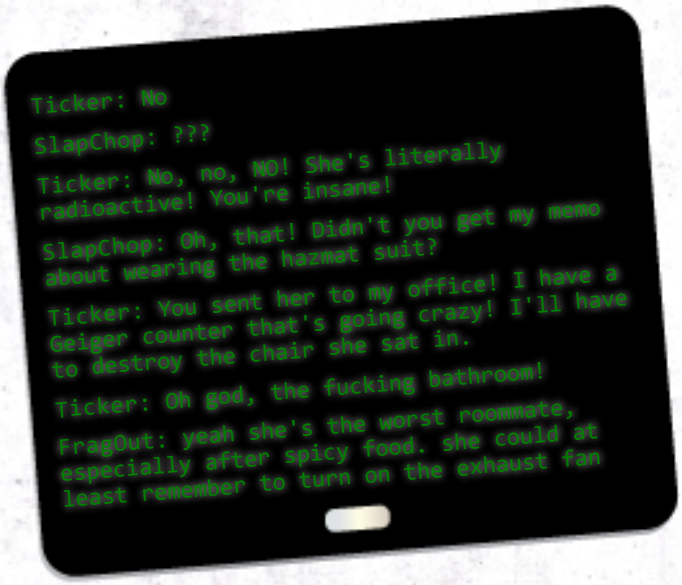
Starting at 1st level, you can harness your atomic energy to expand your magical influence. When you cast a sorcerer spell that creates an effect in a cone, a sphere, or a cube, you can choose to increase the size of the effect by 5 feet. For example, when the fireball spell affects a 20-foot radius sphere, you can increase it to a 25-foot radius sphere.

At 14th level, you can increase the size of the effect by 10 feet.

FALLOUT

At 6th level, your magic carries traces of withering radiation. Once per turn, when you cast a spell of 1st-level or higher on your turn, you can cause one creature targeted by the spell to make a Constitution saving throw against your spell save DC. On a failed save, the target suffers one level of irradiated, to a maximum of level 3.

Additionally, when you cast a spell that deals damage, you can spend 1 sorcery point to change that damage type to fire or radiant.



SPECTRUM SPECTRE

Starting at 6th level, you can manipulate the spectrum of light you create. When you cast a spell that sheds light, you can designate any number of creatures within 90 feet of you to be able to see that light. It is invisible to others. Spells, features, and effects that require dim light or darkness do not function in invisible bright or dim light, as usual. This light can be detected by truesight.

Alternatively, when you cast a spell that sheds light, you can make that light sunlight.

QUANTUM JUMP

At 14th level, as a bonus action, you can magically teleport up to 60 feet to an unoccupied space you can see. Immediately after you disappear, a wave of radiation spreads within a 10-foot-radius sphere centered on the space you left for 1 minute. When a creature moves into the area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw against your spell save DC, taking 2d10 radiant damage on a failed save, or half as much damage on a successful one.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

UNSTABLE FISSION

At 18th level, you can split your own atoms into the form of an unstable twin of yourself. You can cast simulacrum with a casting time of 1 action, a range of self, and requiring no components. A simulacrum created in this manner cannot cast cantrips, and cannot use spell slots higher than 3rd level.

When the simulacrum is reduced to 0 hit points, or after 1 minute, it explodes, and targets within 30 feet of it must succeed on a Dexterity saving throw against your spell save DC. A target takes 3d10 thunder damage and 3d10 radiant damage on a failed save, or half as much damage on a successful one.

Once you use this feature, you must finish a long rest before you can use it again.

WARLOCK: FANDOM

A fandom is a capricious force, a collection of people with whom you have a connection. Perhaps you were an entertaining jokester, a serious force of personality, or a hateable asshole. Regardless, you have become the center of attention. If deities gain their power through worship, then you gain yours through viewership.

Whether through ritual or pact, you forged this connection, and now your fate is intertwined with your audience. Of course, fandoms are a fickle force, and are quick to abandon those that fail to fascinate them. So, be a rowdy game streamer, a flirtatious hottie, a righteous reporter, a director of Internet drama.

Be anything, except boring.

EXPANDED SPELL LIST

The Fandom lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

FANBASE EXPANDED SPELLS

SPELL LEVEL	SPELLS
1st	guiding bolt, hideous laughter
2nd	enhance ability, mind spike
3rd	catnap, spirit guardians
4th	compulsion, resilient sphere
5th	dominate person, modify memory

ALWAYS ONLINE

Starting at 1st level, you gain the benefits of having a sense-log augment installed without requiring surgery or counting against your total number of augments installed. The data you record can be magically uploaded in real-time to the internet and broadcasted online to viewers on your streaming platform of choice.

Additionally, you learn the vicious mockery cantrip. It counts as a warlock cantrip for you, but it doesn't count against your number of cantrips known.

FANDOM'S FAVOR

At 1st level, you can attempt to sway your fickle fandom into granting you aid. As a bonus action, you can choose a Favor from the Fandom's Favor table. Make a Charisma (Deception), Charisma (Performance), or Charisma (Persuasion) check against the Favor's DC. On a successful check, the effects of that Favor occur.

You can use this feature a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

FANDOM'S FAVOR

FAVOR	DC	EFFECT
Cheer	10	You gain temporary hit points equal to your Charisma modifier + your warlock level (minimum of 1).
Chat	12	You instantly cast the augury spell without material components.
Troll	15	You instantly cast the hex spell at 1st level without material components, and without expending a spell slot, on a creature within 90 feet of you. If the target drops to 0 hit points, the spell ends.
Dox	18	Choose a creature within 60 feet of you. You learn the creature's damage vulnerabilities, damage resistances, damage immunities, and condition immunities.
Boost	20	One creature you can see other than yourself within 60 feet of you gains advantage on its attacks until the end of its next turn.
Donate	22	You magically create a nonliving object you've seen before in an empty space within 5 feet of you. The object can be no larger than a 1-foot cube and its credit value can't be worth more than 3,000 times your warlock level. The DM decides if a specific item can be created in this manner, and its value. It vanishes after 1 hour.
Subscribe	25	You regain an expended spell slot from your Pact Magic feature. Once you regain a spell slot with this effect, you must finish a long rest before you can do so again.

LARGER THAN LIFE

At 6th level, you can exaggerate or accentuate your personality while surrendering your dignity or sanity. When you make a Charisma ability check you can choose to roll an additional d20 after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the ability check, and you take psychic damage equal to half your warlock level. Once you use this feature, you must finish a short or long rest before you can use it again.

MARATHONER

At 10th level, you can ignore the effects of the exhaustion condition until you suffer level 6 exhaustion. At level 6 exhaustion, you die.

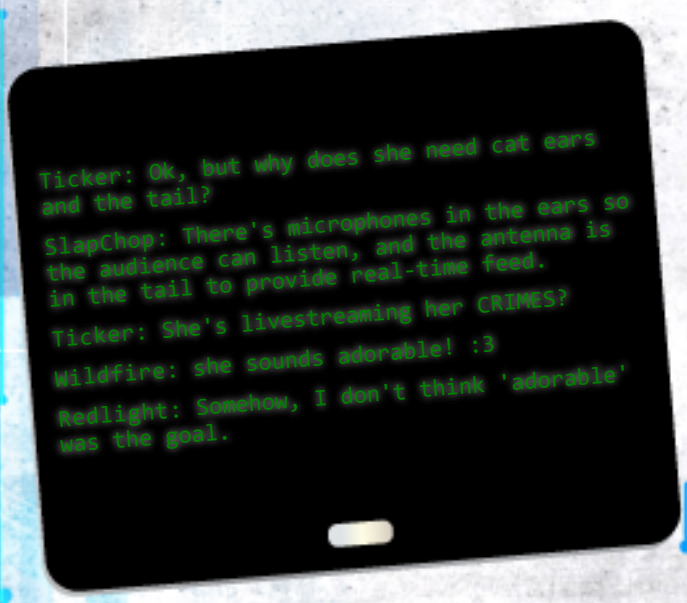
Additionally, you gain proficiency in Constitution saving throws.

CULT OF PERSONALITY

At 14th level, you can harness the unpredictable and dangerous passion your fandom has for you into a physical manifestation. As an action, you summon a Swarm of Fandom in an unoccupied space you can see within 60 feet of you. It is a swarm of tiny celestial, fey, or fiend creatures (your choice). The swarm disappears when it drops to 0 hit points, or after 1 minute.

Roll initiative for the swarm, which has its own turns. When you summon it and on each of your turns thereafter until your concentration ends (as if you were concentrating on a spell), you can issue a verbal command to it as a bonus action, telling it what it must do on its next turn. If you issue no command, it spends its turn pursuing and attacking the nearest creature that has damaged it.

If you lose concentration, your control of the swarm ends for the rest of the duration, and the swarm spends its turns pursuing and attacking the nearest creatures to the best of its ability. As an action, you can dismiss the swarm, causing it to disappear. Once you use this feature, you must finish a long rest before you can use it again.



SWARM OF FANDOM

Large swarm of tiny creatures, chaotic neutral

Armor Class 16
Hit Points equal to seven times your warlock level
Speed fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	18 (+4)	7 (-2)	6 (-2)	19 (+4)

Saving Throws Str +9, Con +9
Damage Resistances fire, poison, bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 14
Languages understands the languages you speak

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Spam. The swarm babbles nonsensically. Each creature within 10 feet of the swarm has disadvantage on the saving throw it makes to maintain its concentration and can't take reactions.

ACTIONS

Multiattack. The swarm makes two Rabid Fury attacks.

Rabid Fury (swarm has more than half HP). *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target in the swarm's space. Hit: (4d8 + your warlock level) psychic damage

Rabid Fury (swarm has half HP or less). *Melee Weapon Attack:* +9 to hit, reach 0 ft., one target in the swarm's space. Hit: (2d8 + half your warlock level) psychic damage

Vitriolic Bile (swarm has more than half HP). The swarm shoots acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 6d6 + your warlock level acid damage on a failed save, or half as much damage on a successful one.

Vitriolic Bile (swarm has half HP or less). The swarm shoots acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 3d6 + half your warlock level acid damage on a failed save, or half as much damage on a successful one.

WIZARD: TECHNOMANCER

The internet is a vast sea of data, a digital world, a plane of electricity and information complete with its own rules... and magic. With a bit of training, study, and immersion within the ceaseless data stream, a practitioner of technomancy can reach out and manipulate the stream.

Technomancers make incredible hackers, their bodies becoming naturally compatible with machines and networks. In a civilization that has come to rely heavily on technology, gadgets, and constant connection, it's difficult to comprehend the potential power that a technomancer can wield.

DATAMIND

At 2nd level, your mind can interface with machines. You gain proficiency with hacking tools and immediately gain the benefits of having the hacking tools augment installed without requiring surgery or counting against your total number of augments installed, as well as the benefits of a datajack. Instead of a physical port, you can open a magical port on your body to accept connections from universal cables.

ARCANE STORAGE

Starting at 2nd level, your spellbook can be a data drive, a smartphone, or another similar machine with data storage. The cost of material components required for copying a spell into your spellbook represents magical software and licensing fees. You can make a backup copy of your spellbook over the course of a long rest for no cost. If you do so again, your previous backup disappears.

TECHNOMANCY

Also at 2nd level, you learn programs that can command machines and affect the world around you.

Programs. You learn three programs of your choice, which are detailed under "Programs" below. You learn one additional program of your choice at 6th, 10th, and 14th level.

Program Usage. You can use programs a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

Recovering Programs. When you use your Arcane Recovery feature, you can choose to regain an expended use of your programs. Your programs count as 1st-level spell slots for the purposes of Arcane Recovery.

Visibility. Your programs make visible effects around you and your targets, but they are only visible to creatures with AR vision.

Saving Throws. Some of your programs require your target to make a saving throw to resist the program's effects. The saving throw is your spell save DC.

Changing Programs. Over the course of a long rest, you can replace one program you know with a different program.

GHOST IN THE SHELL

At 6th level, you learn the find familiar spell if you don't already know it. When you cast find familiar, you can choose to have it appear as a Tiny machine and replace its statistics with those of a tiny object animated by the animate objects spell.

ACTIVE COUNTERMEASURES

At 10th level, you add the contingency spell to your spellbook, and you can cast the contingency spell with a casting time of 1 action and without expending a spell slot or material components. The contingent spell still requires you to expend its spell slot. When you cast contingency in this manner, it has a duration of 24 hours, and you can use up to two contingency spells at a time. Once you use this feature, you must finish a long rest before you can use it again.

At 14th level, you can use up to three contingency spells at a time and you can use this feature twice between long rests.

EX MACHINA

Starting at 14th level, your power can mimic the effects of powerful cybernetics in your body. Choose one cyberware of tier 3 or lower. You gain the effects of that cyberware as if it were installed, but it does not count against your total

number of attunements. When you finish a long rest, you can change your chosen cyberware to a different one of tier 3 or lower.

Additionally, you can spend 10 minutes refocusing your power to change your chosen cyberware to a different one of tier 2 or lower. Once this feature is used, you must finish a long rest before you can use it again.

PROGRAMS

The programs are presented in alphabetical order.

Assist. When you make a hacking tools check, you can use your reaction to make it with advantage.

Blackout. As a bonus action, you choose a point you can see within 150 feet of you. All electrical light sources within 80 feet of that point cease to function for 1 minute. If a creature is carrying the light source, it can make an Intelligence saving throw. On a successful save, the light source is unaffected.

Bypass. When a trap that you are aware of based on technology or magic is triggered within 60 feet of you, you can use your reaction to disable the trap for 1 minute. A trap, for the purpose of this ability, includes anything that would inflict a sudden or unexpected effect you consider harmful or undesirable. Thus, this ability would disable a security camera, a laser tripwire, or a glyph of warding, but not a camouflaged pitfall or a hunting trap.

Crash. As an action, you cause a creature you are aware of in the same network as you to make an Intelligence saving throw. On a failed save, they are ejected from the network and cannot re-enter it for 24 hours.

Alternatively, as an action, you can target an AI-controlled drone or vehicle you can see within 60 feet of you, forcing the AI to make an Intelligence saving throw. On a failed save, the AI loses control over the drone or vehicle for 24 hours.

Hijack. As a bonus action, you can force a vehicle within 60 feet of you that you can see to make a Constitution saving throw. On a failed save, at the start of the driver's next turn the vehicle must move up to its movement speed in a straight line in a direction of your choice. If the vehicle has no driver, it does so on initiative count 0.

Jam. As a bonus action, you cause a firearm within 60 feet of you that you can see to malfunction. When a creature makes an attack with that firearm within 1 minute, the creature must roll a d8 and subtract the number rolled from the attack roll. If a creature is holding the firearm, it makes an Intelligence saving throw. On a successful save, the firearm is unaffected.

Overclock. As a bonus action, you choose a vehicle within 30 feet of you. For 1 minute, whenever the vehicle makes an attack roll, a saving throw, or an ability check, it can roll a d4 and add the number rolled to the result.

Alternatively, when a vehicle makes an attack roll, a saving throw, or an ability check within 30 feet of you, you use your reaction to grant advantage to that roll.

Overload. As a bonus action, you reduce a Small or smaller machine within 60 feet of you that you can see to 0 hit points and cause targets within 5 feet of it to take lightning damage equal to half your wizard level. The machine cannot be a weapon. If a creature is carrying the machine, it can make an Intelligence saving throw. On a successful save, the machine is unaffected.

Pulse. As an action, you cause an EMP at a point you can see within 60 feet of you. Machines, constructs, and vehicles within 30 feet of that point are subjected to EMP.

Machines in the area cease to function for 1 minute. Constructs in the area with the Electronics feature must succeed on a Constitution saving throw or they are stunned until the end of your next turn. Vehicles in the area must succeed on a Constitution saving throw or their movement speed is reduced to 0 and they can't take actions or reactions until the end of your next turn.

Additionally, wireless and radio connections within a 100-foot-radius radius of the point are suppressed for 1 minute.

Signal Boost. As a bonus action, you target one machine you can see within 60 feet of you which doesn't have active wireless capabilities. The device gains wireless capabilities with a radius of 100 feet for 1 minute.

Alternatively, if EMP has affected a construct or vehicle, or has suppressed wireless capabilities for a machine, you can negate the effect for that target.

CLASS OPTIONS

Technology, magic, and war have advanced since the old days of launching sharp wooden sticks and lining up a cavalry charge. They have evolved to meet the needs of modern combatants and operators.

Soldiers and mercenaries have mastered the martial arts of wielding firearms with expertise, specializing their fighting styles to suit their chosen battlefield. Powerful beings can't help but influence and corrupt every new trend and gadget, and their followers may invoke such powers for their own use. And, of course, there's nothing that science can develop that can't be improved by infusing it with magic.

The following are additional fighting styles, warlock invocations, and artificer infusions.

FIGHTING STYLES

These additional fighting styles are intended for use with cyberpunk weapons. When any class or subclass chooses a fighting style, the following styles are added to the list of options. The archery fighting style does not affect firearms.

AKIMBO

Once per turn, when you engage in two-weapon fighting, you can perform the two-weapon fighting attack as part of your Attack action instead of as a bonus action. Additionally, you can reload two firearms as an action or bonus action without a free hand, and you can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

BARRAGE

When you miss an attack with an automatic weapon, the target takes 2 damage of the weapon's damage type.

CLOSE QUARTERS SPECIALIST

While you are within 5 feet of a hostile creature of your size or larger, you have half cover against ranged attacks against you. You do not gain this benefit if you are incapacitated.

Additionally, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.

GRENADIER

When you make an attack with a blast weapon with which you are proficient, you can choose which targets other than the primary target are affected by the weapon's blast property.

FIREBUG

When you roll damage for a weapon attack against a burning target, you can reroll the weapon's damage dice and use either total.

POINT BLANK

When you roll the highest possible number on a weapon damage die for an attack you make with a firearm, you can roll an additional weapon damage die and add it to the result. You can only roll up to two additional damage dice for each attack. You must be within 20 feet of the target of the attack for you to gain this benefit.

QUICK DRAW

You have advantage on initiative rolls. You can draw or stow a number of weapons equal to your proficiency bonus over the course of your turn. If you have a feature that allows you to draw or stow two weapons when you would normally be able to draw or stow only one, you instead can draw or stow a number of weapons equal to your proficiency bonus plus 1 over the course of your turn.

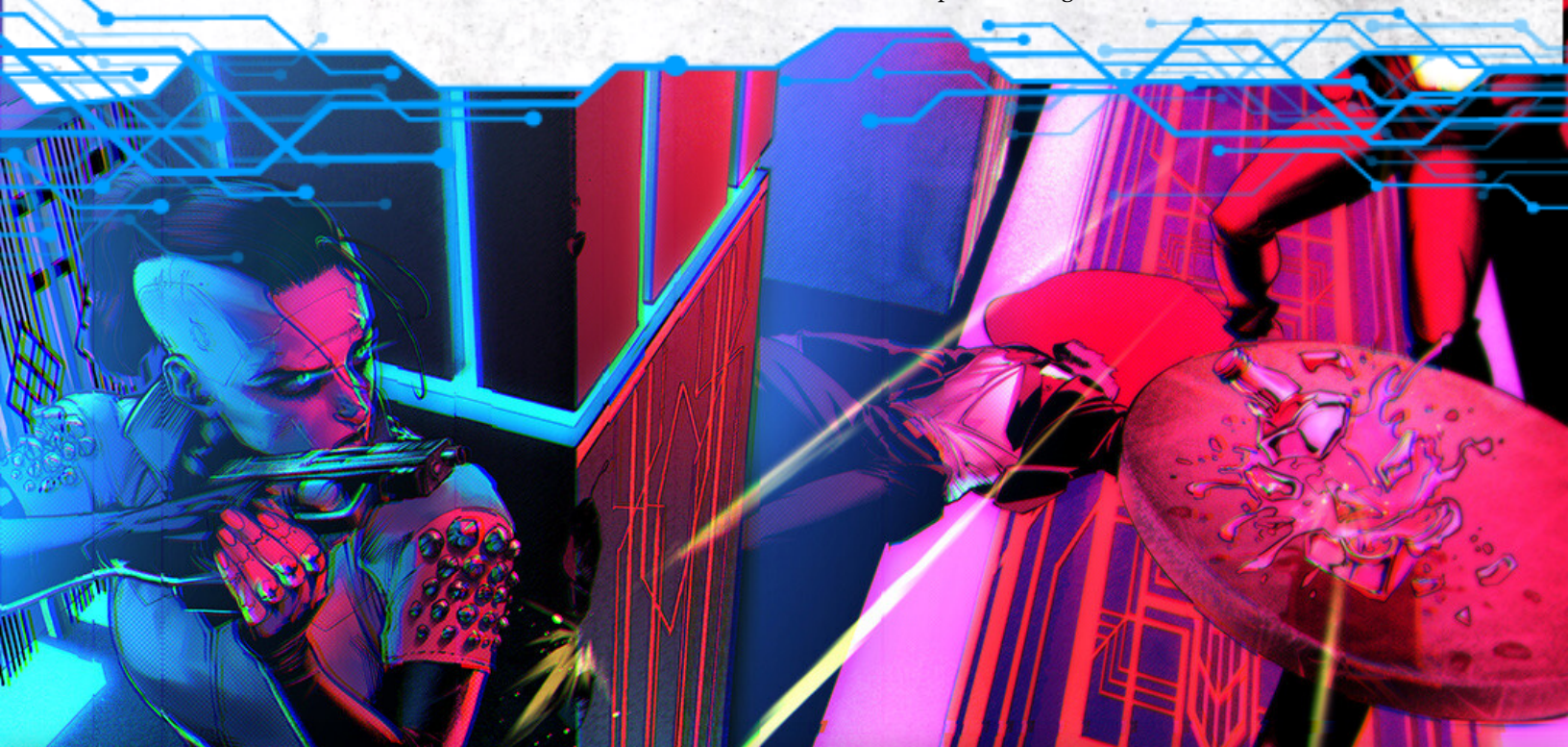
When you draw a weapon, until the end of your next turn, your first hit with that weapon deals an extra 1d4 damage. Once you have gained this bonus with a weapon, you cannot gain this bonus with the same weapon again until you stow it.

SNIPER

When you miss an attack with a ranged weapon, you have advantage on your next attack with a ranged weapon against the same target until the end of your next turn.

SUPPRESSION

The first time you attack a creature with a firearm on your turn, it becomes suppressed until the start of your next turn. If the suppressed target attacks a target other than you or willingly moves 5 feet or more, you can use your reaction to make a weapon attack against it with a firearm.



WARLOCK INVOCATIONS

When you choose eldritch invocations, you have access to the following options.

AETHERIC ARMORY

Prerequisite: Pact of the Blade feature

You can use any weapon you summon with your Pact of the Blade feature as a spellcasting focus for your warlock spells.

In addition, instead of one magic weapon, you can transform up to 4 weapons into your pact weapons. You can use a bonus action to create up to 2 of these weapons in your empty hands, and you cannot change the form of these weapons.

Finally, the weapon you conjure can be any firearm from the simple and martial firearms tables. Only weapons you have transformed into your pact weapons are created with their accessories and modifications intact.

BEWITCHING SUBSTANCES

As a bonus action, you can summon and consume a magical dose of drugs from the common drug list. No other creature can consume the drug dose, and the dose disappears at the end of your turn. You have advantage on saving throws against addiction.

BOUND SURROGATE

Prerequisite: Pact of the Chain feature

Your familiar is no longer limited to touch spells for the spells it can deliver.

CRUEL MOCKERY

Prerequisite: vicious mockery cantrip

When you cast vicious mockery, add your Charisma modifier to the damage it deals on a failed saving throw.

Additionally, instead of dealing additional damage, vicious mockery consists of multiple insults when you reach higher levels: two insults at 5th level, three insults at 11th level, and four insults at 17th level. You can direct the insults at the same target or at different ones. A creature makes a separate save for each insult directed at it.

OPEN SOURCE

You gain proficiency with hacking tools and immediately gain the benefits of having the hacking tools augment installed without requiring surgery or counting against your total number of augments installed, as well as the benefits of a datajack. You can open a magical port on your body to accept connections from universal cables. Instead of a physical port, you can open a magical port on your body to accept connections from universal cables.

OUTRAGEOUS MOCKERY

Prerequisite: Vicious mockery cantrip

When a creature fails a saving throw against your vicious mockery, it can't take reactions until the start of its next turn.

POWER ON DEMAND

Prerequisite: Pact of the Tome feature.

You can replace the three cantrips you gained from the Pact of the Tome feature with three cantrips from any class's spell list when you finish a short or long rest.

SPIRIT RIDER

Prerequisite: 3rd level.

You can cast find ride once using a warlock spell slot. You can't do so again until you finish a long rest.

TABOO LIVESTREAM

Prerequisite: 9th level

You can cast scrying once without expending a spell slot, replacing the material component with any smartphone screen, computer monitor, or similar display. You can't do so again until you finish a long rest.

ARTIFICER INFUSIONS

When you choose infusions, you have access to the following options. See Chapter 7 for the items from the Replicable Magic Items table.

FLAK BARRIER.

Prerequisite: 6th-level artificer
Item: A suit of armor

You have resistance to damage from weapon attacks made with weapons with the blast property. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can make the saving throw with advantage.

ARCANE BOOSTERS

Prerequisite: 10th-level artificer
Item: A vehicle

This vehicle has a flying speed of 50 feet. The vehicle can fly for up to 10 minutes, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If the vehicle is flying when the duration expires, the vehicle falls.

REPLICABLE MAGIC ITEMS

MAGIC ITEM	ARTIFICER LEVEL	ATTUNEMENT
Bandolier of booms	6	Yes
Monster ball	6	No
Radical skateboard	10	Yes
Roulette revolver	10	Yes
Static weapon	2	Yes
Vape of winds	2	No

FEATS

For those seeking to specialize further and master a certain skill, technique, or art, these additional feats are available when selecting a feat per the rules in the Player's Handbook.

BULLETSTORM

You love raining lead on your foes, flushing them from cover, and making them suffer, gaining the following benefits:

- When you hit a creature with a firearm with the automatic property, you can push a Large or smaller creature 5 feet away from you. A creature pushed in this manner cannot benefit from half cover or three-quarters cover until the end of their next turn.
- Firearms with the automatic property which require an action to reload can instead be reloaded with a bonus action.
- Attacks made using the automatic property can be fired up to the normal range of the firearm and do not grant melee attacks advantage against you.

CYBERNETIC ADDICT

Prerequisite: No artificer class levels

You prefer artificial body parts and enhancements over the old junk you were born with.

You can attune to one additional cyberware, provided that it is tier 2 or lower. You can install one additional augment.

You can select this feat multiple times.

DEMOLITIONS EXPERT

You are a master with blast weapons and explosive equipment, gaining the following benefits:

- When you miss an attack with a firearm with the blast property, you can use your reaction to detonate your ammunition in an unoccupied space adjacent to the target, as if you had hit a target in that space with the attack.
- You ignore the reload property on firearms with the blast property which require a bonus action to reload. Firearms with the blast property which require an action to reload can instead be reloaded with a bonus action.
- You add half your proficiency bonus (rounded down) to damage rolls and the DC for saving throws caused by your explosives. When you use an antimagic grenade, you add half your proficiency bonus to the d20 roll to end spells.
- You can throw explosives at twice the normal range.

PARAMEDIC

You've been trained to treat injuries and resuscitate flatlining patients, gaining the following benefits:

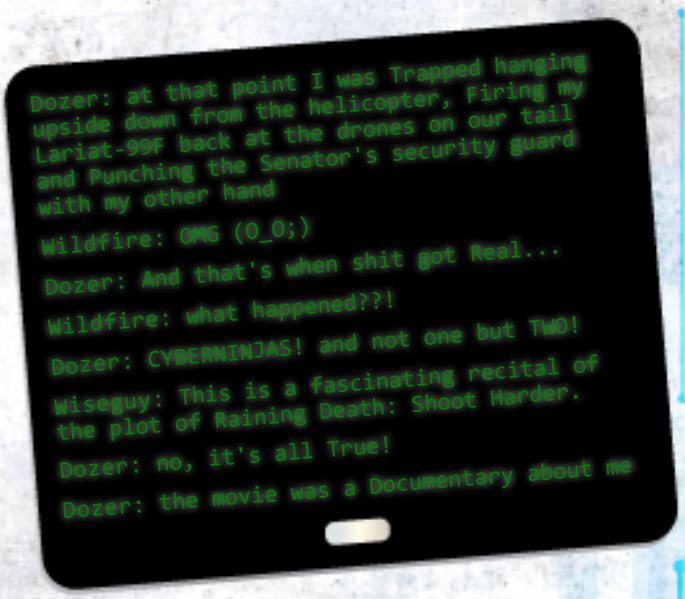
- Increase your Constitution, Intelligence, or Wisdom score by 1, to a maximum of 20.
- You gain proficiency in the Medicine skill. If you are already proficient in the skill, you add double your proficiency bonus to checks you make with it.
- Over the course of 1 minute, you can spend one use of a healer's kit to attempt to revive a dead creature that died within the last 10 minutes. At the end of this minute, you must make a DC 20 Wisdom (Medicine) check. On a successful check, the creature returns to life with 1 hit point and its exhaustion level is set to 3.

  This ability can't return to life a creature that has died of old age, and if the creature is lacking body parts or organs integral for its survival - its head, for instance - the check automatically fails. If this ability check has failed for a dead creature, this feat cannot be used on it again until it has been returned to life in another manner.

GUN FU ARTIST

You have studied the art of close-quarters combat and gunfights, gaining the following benefits:

- When you hold firearms in your hands, they are melee weapons that deal 1d6 bludgeoning damage. If the firearm has the light property, it also has the finesse property.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.
- If you have the Extra Attack feature, you can use a bonus action to make two attacks with a light weapon instead of one when you engage in two-weapon fighting with either light melee weapons or light firearms.



GUNSLINGER

You have trained to wield a gun in each hand, gaining the following benefits:

- You can use two-weapon fighting even when the one handed firearms you are wielding aren't light.
- You can make a single ranged weapon attack with a one-handed firearm when you use your action to take the Dash action.
- Reloading no longer requires a free hand, and if a firearm can be reloaded with a bonus action, you can reload a firearm you are holding once on your turn (no action required.)
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

MARAUDER

You are adept at skirting the edge of the front lines of the battlefield, mixing close-quarters combat and flanking tactics.

- When you use the Attack action and make an attack with a weapon that you're holding in one hand, you can use a bonus action to make an attack with a one-handed weapon in your other hand. On a hit with this bonus action attack, the target can't take reactions until the start of its next turn.
- When a creature within 10 feet of you that you can see makes an opportunity attack, you can use your reaction to make the attack automatically miss. You must do so before the attack roll.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

MARKSMAN

You're a deadeye with firearms and have studied and mastered military tactical combat techniques:

- You do not have disadvantage on ranged weapon attack rolls while prone.
- As an action, you lockdown a section of the battlefield with suppressing fire until the start of your next turn. Define a 20-foot cube within sight. When a target you can see enters or moves within the area for the first time on a turn, you can make a ranged weapon attack against it with a firearm that lacks the blast and scatter properties, so long as it is in range.
- Your ranged weapon attacks ignore half cover and three-quarters cover.

PRIME HACKER

You are a hacking wizard who can surf the data waves of the internet with ease, gaining the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain proficiency with hacking tools. If you are already proficient with them, you add double your proficiency bonus to checks you make with them.
- As a reaction to a machine you can see being used to send a wireless or radio signal within 60 feet of you while you have the hacking tools augment installed, you can choose to either analyze the signal, learning the message that is being transmitted for 1 minute, or jam the signal until the end of your next turn.

  You can use this ability a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

PYROMANIAC

Prerequisite: Proficiency with the flamethrower.

You have an unhealthy affinity with flames, gaining the following benefits:

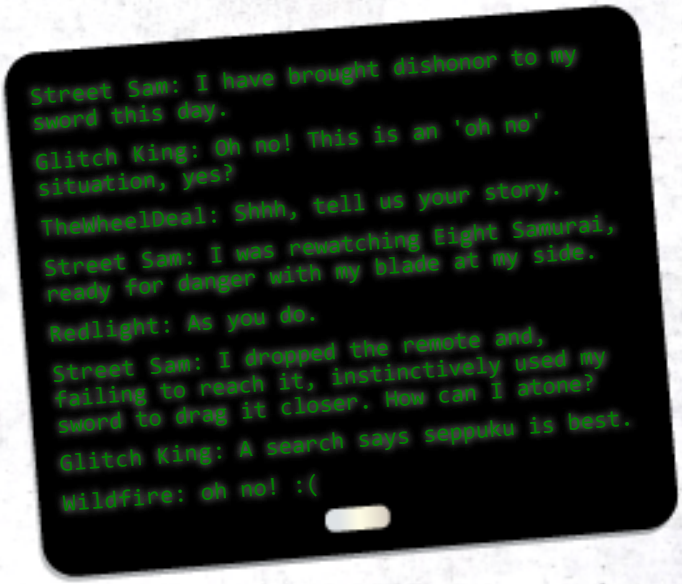
- The flamethrower's weapon damage dice increase to 2d8 for you, and a target burning from your flamethrower attack has its speed reduced by 10 feet.

- The die you roll to determine the damage a creature burning from your flamethrower attacks takes at the start of each of its turns increases from a d6 to a d8.
- As a bonus action, you can expend 1 fuel ammunition to ignite a melee weapon you're holding for 1 minute. The first time you hit a target on your turn with the weapon, the target begins burning as if shot by your flamethrower. If a creature other than you carries the burning weapon, they take 2d8 fire damage and the weapon is extinguished.

STREET SAMURAI

You have rigorously trained your body and mind in the ways of street bushido, allowing you to unsheathe your weapons at incredible speeds and deflect gunfire, gaining the following benefits:

- While you are holding a melee weapon, you can use your reaction to deflect the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 1d8 + an ability modifier you could use to modify an attack roll with the melee weapon (your choice) + your proficiency bonus.
- The first time you draw a melee weapon in each combat, you gain advantage on your first attack with the weapon, and if the attack hits, it deals extra damage equal to 1d6 + your proficiency bonus.
- You are familiar with the street bushido code. You know the names of other street samurai, you have advantage on Intelligence checks related to the origin and nature of weapons, and you have advantage on Charisma (Persuasion) checks to persuade others who follow street bushido.



TRICK SHOT

You have a knack for fancy shooting and ricocheting your shots, gaining the following benefits:

- When you miss a ranged weapon attack, you can use your reaction to make another ranged weapon attack against a different target within 20 feet of the original target without expending ammunition. The attack is made as though it originated from the original target.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- When you roll a 1 or a 2 on a damage die for an attack with a ranged weapon that lacks the scatter property, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

WHEELMAN

You have become supernaturally familiar with vehicles of all shapes and sizes, gaining the following benefits:

- You gain proficiency with all vehicles. While you are driving a non-sentient vehicle, add your proficiency bonus to that vehicle's ability checks and saving throws.
- When you are driving a non-sentient vehicle and your vehicle is hit with an attack, you can use your reaction to add your proficiency bonus to your vehicle's AC against that attack, potentially causing it to miss.
- If a non-sentient vehicle you are driving is subjected to an effect that allows it to make a Dexterity save to take only half damage, it takes no damage if it succeeds and only half damage if it fails.
- You can control a vehicle without having a free hand for the vehicle's controls.

BACKGROUNDS

Despite their differences, every corporate wage slave, greasy mechanic, music-pumping punk, social media butterfly, and blood-spattered gangbanger has at least one thing in common. They each have a story, a past that defines who they are, and where they came from. Some won't want to tell their story, keeping their secrets close to their chest, while others can't wait for the chance to spill their guts, if only someone in this cold and heartless city would listen.

Despite what your local hothead might tell you, nobody comes from nothing. Everyone comes with a load of old baggage, some heavier than others. Perhaps that professional assassin was once a doctor that swore to do no harm, or that violent vigilante was once a cop who toed the line, or maybe even that bloodthirsty mercenary was once a retail clerk who got a bit too fed up with braindead angry customers.

In this chapter you will find backgrounds suitable for modern and cyberpunk settings with features that fit the times. With your DM's approval, you may also use the backgrounds from other Dungeons & Dragons books, modifying them to fit the setting.

ASTRONAUT

You're a spacer. Whether you were working for a megacorporation, a government space program, or as a freelancer, you've made your living in the endless depths of space. The vast, bleak emptiness has become familiar, if not comfortable. You've spent enough time in zero gravity that you find yourself kicking off on things only to feel constrained by the weight of the planet dragging you down.

Perhaps you were an asteroid miner, a farmer, a pilot, or any one of the hundreds of potential jobs on the new frontier. Life was hard, and a single mistake could get you killed out in the vacuum of space, thousands of miles from anyone who could help.

Skill Proficiencies: Nature, Technology
Tool Proficiencies: Tinker's tools, vehicles (air)
Equipment: A set of traveler's clothes, a medal, and a credit stick with 1,000₵.

FEATURE: STARGAZER

Even when you were young, you looked up to the stars in wonder. Your familiarity with them allows you to navigate on starry nights by the constellations alone. So long as you know where you are, you know where the nearest route to space is, whether that is a rocket, a space elevator, or another means. Additionally, other spacers will recognize you as a spacer and have commonalities with you.

SUGGESTED CHARACTERISTICS

Astronauts are a special breed of individual to want to work inches from the freezing vacuum of space. They're usually tough and resourceful, and they are used to meshing well with whatever team they fall in with. At the core of each astronaut beats the heart of an explorer, a wanderer who wants to see what lies beyond.

D8	PERSONALITY TRAIT
1	I'm a natural born leader, or so they told me at flight school.
2	I feel like I find myself more when I'm lost than when I know where I'm going.
3	The world looked so small, and civilization so petty, from outer space.
4	I looked into the depths of space and did not like what looked back.
5	I hate the feel of gravity or anything else weighing me down. It makes me yearn to blast off again.
6	There's no problem too tough to solve with a good team.
7	It's always better to be prepared, preferably with checklists.
8	Ever since I was a child, I've gazed up at the stars in wonder.

D6	IDEAL
1	**Aim High.** It's better to fail striving for greatness than to fail to try in the first place. (Any)
2	**Scale.** In the grander scheme of the universe, people are inconsequential. (Evil)
3	**Creativity.** Complex problems require innovative solutions. (Chaotic)
4	**Beauty.** The universe is such a beautiful place, and I want to see more of it. (Any)
5	**Challenge.** I crave the next big hurdle so I can prove myself. (Neutral)
6	**Knowledge.** I'll explore the unknown and share my discoveries for the betterment of all. (Good)

D6	BOND
1	My crew was the best there ever was, and I want to learn what they're up to these days.
2	Out in space, I realized I missed my family more than anything.
3	I want to explore the new frontiers, and I'll get there before anyone else does.
4	I encountered something unnatural in space, and it's always stuck with me since. I must learn more about it.
5	I lost a crewmate on a mission, and I need to make amends to their family.
6	A mission was botched because the command team was compromised, and I've got to learn who, what, and why.

D6	FLAW
1	I was grounded because of a mistake. Now I'm scared I'll screw up again.
2	Nothing I do will ever be as good as my past achievements.
3	When someone messes up, it irritates me more than it should.
4	It was better in space, without all the noisy, stupid people around.
5	I'm a bit of a daredevil, even when it goes against common sense.
6	I get excited and say things I probably shouldn't.

CELEBRITY

Fame waxes and wanes, and those who get a taste for it find it sweet, and addictive. You have drunk deeply, finding yourself at the center of attention. Whether it was a lasting fame, or a swift rise to stardom followed by a hasty descent, your status as a celebrity has come to define your life, at least to you.

Of course, all fame is fickle, and your descent from stardom defines you as much as your ascent. Do you quietly shuffle into obscurity, or do you cling to relevance with the death grip of a drowning man. For the latter, you may decide that there's ultimately no difference between fame and infamy.

Skill Proficiencies: Performance, plus one from among Deception, Intimidation, and Persuasion
Tool Proficiencies: One type of musical instrument
Languages: One of your choice
Equipment: A set of fine clothes, a smartphone, a bottle of perfume, and a credit stick with 1,500₵.

FEATURE: CLAIM TO FAME

In a world where wanna-be socialites, influencers, and the endless tide of advertisements are constantly vying for attention, you managed to stand out. Choose one to three claims to fame or roll on the table below to define your path to the limelight.

D10	CLAIM TO FAME
1	Movie Star
2	Singer/Musician
3	E-Sports Player
4	Influencer
5	Politician
6	TV Personality
7	Teen Idol
8	Kid Actor
9	Humanitarian
10	Revolutionary

FEATURE: CONSPICUOUS

People may recognize you if they have interest in topics related to your claim to fame, though they may react positively or negatively. You can usually pull strings to get invitations to parties, conferences, and other social events. You have a following on various social media platforms that will help broadcast gossip, rumors, or scandals.

SUGGESTED CHARACTERISTICS

Some people are born celebrities, while others find their fame through dedication and hard work. They often have eccentric personalities, acting and dressing flamboyantly in order to seek attention. These traits are frequently exaggerated, taken to the extreme in the pursuit of greater heights of popularity.

D8	PERSONALITY TRAIT
1	I can't help but be fascinated by drama, real or artificial.
2	My public and private personas are two very different people.
3	I love being the center of attention.
4	I have no idea how the average person lives, and it fascinates me.
5	I'm a people person, and I love meeting new and exciting individuals.
6	I'm cool, aloof, and above it all.
7	I'm not afraid to use my influence and power against those who anger me.
8	Fame has jaded me, so it's hard to get worked up over anything.

D6	IDEAL
1	**Change.** I can use my influence to change the world for the better. (Good)
2	**Exemplar.** Society needs role models to set a good example. (Lawful)
3	**Fun.** Life's too short to be worrying about consequences. (Chaotic)
4	**Fame.** I would do anything to get back into the limelight. (Evil)
5	**Wealth.** There are the haves, and the have-nots. I will not be the latter. (Neutral)
6	**Artist.** I take pride in my work, and I refuse to put on a half-baked performance. (Any)

D6	BOND
1	Someone was behind my fall from fame, and I will find out who.
2	I was born destitute, and clawed my way out of the gutter. I won't let anyone take from me what I've earned.
3	My rival and I have despised each other for years, but recently things have taken a surprising turn.
4	I will rise to the top of my field and become a household name.
5	I'm being blackmailed over a terrible secret.
6	This isn't my usual gig, I'm just tagging along to get in the right frame of mind.

D6	FLAW
1	I tend to draw attention to myself when I shouldn't.
2	I'm an irredeemable gossipmonger, even if I have to make things up.
3	I think the world revolves around me, and I'm surprised when people don't know who I am.
4	I expect others to handle trivial tasks for me.
5	I have an addiction for something scandalous.
6	I fall into and out of love on a whim.

COP

The buildings dress themselves in neon advertisements for criminals big and small, the drugs get more addictive year by year, the weapons get bigger and badder, but the streets, they never change. Scum prey on the weaknesses of others, only to be crushed beneath the heel from someone higher up the food chain.

From atop their steel towers, the suits run a similar game, but they posture and pretend like it's somehow more sophisticated when the result is the same: broken people and shattered dreams. In this urban jungle, between glittering skyscrapers and lawless slums, you rode the edge with a gun and a badge.

You may have been a beat cop, a detective, a SWAT officer, or a humble desk jockey. At some point in your career, the time came to look toward justice and the law, or the other way. Perhaps you were offered a bribe, or were pressured by others, but you knew it was time to decide: do you serve the people, or yourself?

Skill Proficiencies: Insight, plus one from among Intimidation or Perception

Tool Proficiencies: One from among vehicles (land) or vehicles (water)

Languages: One of your choice

Equipment: A set of common clothes, a set of handcuffs, an old uniform, and a credit stick with 1,000₵.

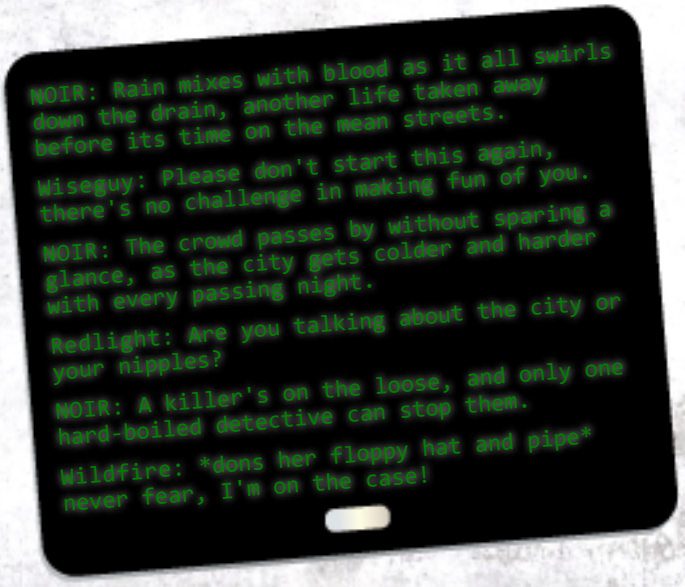
FEATURE: LAWMAN

You've been a part of the force, and the force will always be a part of you. You know how to cut through the bureaucracy of the local precincts and you know how to work the legal system in your favor. Other cops will ignore your minor crimes and misdemeanors. You have an easier time negotiating with security forces to question witnesses, access crime scenes, bail out the jailed, or avoid consequences.

SUGGESTED CHARACTERISTICS

Those who choose to take up the badge are a diverse cast, and come to the force for different reasons. They are often jaded and cynical from their constant contact with the underbelly of society. However, they are also often fiercely loyal to their partners and allies, and will have their backs through thick and thin.

D8	PERSONALITY TRAIT
1	I'm suspicious by nature because everyone has a secret they want to hide.
2	I have a set of codes that I live by, and there are some lines I won't cross.
3	I have a strong sense of community, I like to get to know each and every member.
4	I won't betray those I form a bond with, even if it costs me everything.
5	I'm polite and empathetic to those in need.
6	I'm the wiseguy who tends to crack jokes under stress.
7	I tend to shoot first and ask questions later.
8	I may have watched too many cop movies.



D6	IDEAL
1	**Duty.** The day I got my badge, I swore an oath: to protect and serve. (Good)
2	**Authority.** Without law, society falls to anarchy. I am the law. (Lawful)
3	**Greed.** Rules are for others, why not enjoy the fringe benefits along the way? (Chaotic)
4	**Oppression.** Those who don't do what I tell them will get what they deserve. (Evil)
5	**Shades of Grey.** There's no good or bad people, everyone's just trying to get by. (Neutral)
6	**Comrades.** Whatever happens, I've got their back, and they've got mine. (Any)

D6	BOND
1	My family member was a cop too, until they were killed on the job. Now I'll do anything to find out who did it.
2	There are criminals, and there are scum. I can get along with criminals, but I'll clean up the scum.
3	A murder case I investigated went cold a long time ago, but I know the killer is still out there.
4	Crime is just a symptom of a greater societal disease.
5	A job is a job, so long as I get a paycheck.
6	My partner died because of decisions I made, and now I have to live with that.

D6	FLAW
1	I tend to take a stand when I should probably run or shut up.
2	When the shit hits the fan, I go into self preservation mode.
3	I've got a mean streak a mile wide.
4	There's no such thing as excessive force.
5	When I get in a position of power, I tend to abuse it.
6	I'm a bit of a control freak, everything has to be just right.

DOCTOR

Between fast cars, big guns, powerful drugs, and the steep decline in the value of life, society has no shortage of casualties. Doctors will always be in heavy demand, their skills and tools allowing them to make the difference between life and death for their patients. They are often respected for saving the lives of family members, or blamed and despised for their perceived failures.

Modern medicine has advanced to the point of completely restructuring a person's face and body, replacing limbs and organs with vat grown tissue, enhancing individuals past their natural limits with cybernetics, and more. Of course, a person's access to healthcare may depend heavily on their financial situation. The same limits apply to medical professionals, who hold positions that range from underfunded community clinic nurses to the personal physicians of corporate senior executives. A doctor can rise as high as their ambitions, skill, and ruthlessness allow.

Skill Proficiencies: Medicine, plus one from among Investigation or Nature

Tool Proficiencies: One from among herbalism kit or alchemist's supplies

Languages: One of your choice

Equipment: A set of common clothes, a healer's kit, a piece of medical equipment (latex gloves, a syringe, a medical mask), and a credit stick with 1,000₵.

FEATURE: DOCTOR SPECIALTY

No doctor is familiar with all fields of medicine. There's simply too much for an individual to learn, and it gets harder every year as medical science continues to progress. Instead, a doctor specializes in a certain field of medicine. You can select your specialty from the table below or roll to select it randomly.

D12	SPECIALTY
1	Pediatrics
2	Family Medicine
3	Neurology
4	Surgeon
5	Plastic Surgery
6	Veterinarian
7	Medical Genetics
8	Radiologist
9	Pathology
10	Battlefield Medicine
11	Nursing
12	Paramedic

FEATURE: PRIMARY CARE

You can always find a back alley clinic or hospital willing to treat you and your companions' wounds without asking too many awkward questions. You also have an easier time acquiring pharmaceutical chemicals and drugs, as well as other medical supplies. Additionally, you know where you can gain access to a medical lab for research and experimental purposes.

SUGGESTED CHARACTERISTICS

The medical profession is full of dedicated individuals willing to work long hours in service to others. They are capable, studious, and not prone to squeamishness. Doctors are no stranger to pain, death, and loss.

D8	PERSONALITY TRAIT
1	I have a dry, detached, and clinical personality.
2	I'll spare no effort to help others.
3	I tend to get too personally involved and care too much.
4	I'm a nervous wreck, but I try to keep it together around others.
5	I have a very warm bedside manner for my patients and those I care about.
6	I'm not good enough. I never have been.
7	I think that laughter is the best medicine.
8	Every day I live is a joy.

D6	IDEAL
1	**Healer.** Save everyone you can, ease the suffering of those you can't. (Good)
2	**Oath.** First, do no harm. (Lawful)
3	**Alternative.** I've tried traditional medicine, now it's time for something new. (Chaotic)
4	**Knowledge.** Medical and professional advancement are more important than petty things like ethics. (Evil)
5	**Professional.** I have a job to do, lofty ideals are unrealistic. (Neutral)
6	**Guardian.** I'll safeguard those I care about. (Any)

D6	BOND
1	I lost a patient with mysterious symptoms. I must learn the root cause.
2	The hospital I worked at was doing illegal research.
3	I never got a real medical degree, but I've never let that stop me.
4	My research requires subjects who are consistently in harm's way.
5	I'm no doctor, just a washed-up husk after the biggest mistake of my life.
6	The best preventative medicine is stopping those who hurt others.

D6	FLAW
1	I don't need a second opinion, I know what's best.
2	I'm hard on myself because I can't afford to make a single mistake.
3	I secretly can't stand the sight of blood.
4	I jump to conclusions, and it's hard to dissuade me.
5	I tend to fall apart when I lose a patient.
6	I am easily distracted at the worst times.

DRUG DEALER

Business is business, from the fanciest strip malls, to the dirtiest alleyways and street corners. Some people might disagree that you run a real business, but you provide goods that the customers demand.

Of course, it doesn't hurt that your product creates a captive audience, that's just good business strategy. Better you than some soulless megacorp that wants to stamp out the competition by outlawing your drugs and peddling their own addictive substances.

Skill Proficiencies: Medicine, plus one from among Intimidation, Perception, and Persuasion
Tool Proficiencies: Alchemist's supplies
Languages: One of your choice
Equipment: A set of common or fine clothes, 5 doses of a common drug of your choice, and a credit stick with 1,000₵.

FEATURE: STREET PHARMACIST

In places of high and low society, you can always find someone to buy drugs from. Given access to a lab and a few minimal supplies, you can feed any drug addictions you and your companions have. When you spend time in someone's presence, you can tell if they're currently high on any common street drugs.

SUGGESTED CHARACTERISTICS

Every drug dealer enters the business for their own reasons, though that reason is usually money. Drug dealers may be little more than jumped-up thugs, or cold and calculating, or even easygoing and groovy. Some may regret their business, while others relish it.

D8	PERSONALITY TRAIT
1	I'm all laughs until it's time to be dead serious.
2	I'm cool as a cucumber when talking business.
3	I put up a tough front, but I'm kind of a pushover.
4	I will not be fucked with.
5	I'm the life of the party, with or without the goods.
6	A life of suspicion and fear have made me a little twitchy.
7	People tell me I'm too laid-back, but they just need to relax.
8	There's something so appealing about being a slimy wheeler and dealer.

D6	IDEAL
1	**Relief.** Life is shit, but at least I can help people dull the pain. (Good)
2	**Integrity.** A deal is a deal, and my word is my bond. (Lawful)
3	**Wildcard.** I've gotta make big moves and shake the game up to get what I want. (Chaotic)
4	**Empire.** I don't care how many eggs I need to break to make my omelette. (Evil)
5	**Merchant.** Don't hate the player, hate the game. (Neutral)
6	**Dreamer.** Someday I'll make enough money to make a better life for me and mine. (Any)

D6	BOND
1	I was sold a bad batch of drugs that hurt people, and I'm being blamed.
2	I'm on the cusp of developing a new drug, but I'm missing a crucial component.
3	Someone close to me ratted me out to the authorities, and I can't let that slide.
4	I've been saving up money for a long time to buy something important.
5	I've got family in prison, and I don't want to leave them there to rot.
6	I owe a big debt to some very powerful, dangerous people.

D6	FLAW
1	I have an extremely addictive personality.
2	I have a hard time placing trust in anyone but myself.
3	I tend to not consider the consequences of my actions until they beat down my door.
4	I bite off more than I can chew, and I never back down.
5	I'm kind of a drag when I'm sober.
6	I always resort to threats and intimidation in tense situations.

EXECUTIVE

When the international megacorporations expanded until they became more powerful than governments and nations, corporate executives rose above politicians and royalty as the true ruling class. On the world stage, these executives wield the power to shape the future to their own designs. The highest executives and company shareholders hold such great wealth that it is measured more in orders of magnitude than simple numbers.

Like any form of organization, corporate hierarchies take many forms. For some corporations, the corporation is a family business. The sons and daughters of executives are bred and trained for succession, the money passed down the bloodline. For other corporations, promotions are merit-based. Of course, in many cases, 'merit' is defined by the most cunning, ruthless, and vicious individuals willing to ascend a staircase of bodies and broken dreams.

Skill Proficiencies: Insight, plus one from among Persuasion or Deception.
Tool Proficiencies: None
Languages: Two of your choice
Equipment: A set of fine clothes, a smartphone, an award from your company, and a credit stick with 2,500₵.

FEATURE: CORPORATE ETIQUETTE

You know how to speak with corporate employees, speaking to managers and wage slaves each in a manner befitting their station. You know how to communicate with corporate bureaucrats in an effective manner to get what you desire with minimal delay. When negotiating a transaction with a corporation, you can always at least get a fair market price.

SUGGESTED CHARACTERISTICS

Executives are cut from different cloth than the average person. Something drives them to perform above and beyond, to excel in the cutthroat world of business. Executives are often untrusting, assuming everyone has their own agenda and hidden motivation. Even if they were never the most dedicated employee, an executive's outlook on life is doubtlessly affected, or even stained, by their time in a seat of power.

D8	PERSONALITY TRAIT
1	I am condescending to those I see as beneath me.
2	I am cold and calculating, with an analytical mind.
3	I'm the hands off kind of manager, and I see my employees as my friends or family.
4	I tend to make and hold grudges with grim determination.
5	I'll talk about anything anywhere. I love the sound of my own voice.
6	I was promoted far above my level of competence, so I fake it.
7	I prefer to supervise instead of getting physically involved.
8	I promote a balanced work environment with proper flow of energy.

D6	IDEAL
1	**Equality.** People are people, regardless of their position in the hierarchy. (Good)
2	**Model Citizen.** I will use the power granted to me responsibly and in accordance with rules and regulations. (Lawful)
3	**Unpredictable.** Bureaucracy just gets in the way, I'll cut out the middleman. (Chaotic)
4	**King.** There's nothing I wouldn't do to reach the top. (Evil)
5	**Wealth.** Money measures one's worth in life. (Neutral)
6	**Dedication.** Any business is like a family, and I will ensure my family prospers. (Any)

D6	BOND
1	I was terminated after a hostile takeover, and the parting was not clean.
2	The world is spiraling out of control, and I need to take the reins.
3	I know the dirty secrets of a major corporation.
4	My company was dissolved after a series of unfortunate events, and I will rebuild it.
5	I want to escape my old corporate life, but that's easier said than done.
6	The terrible things I've done can never be forgiven.

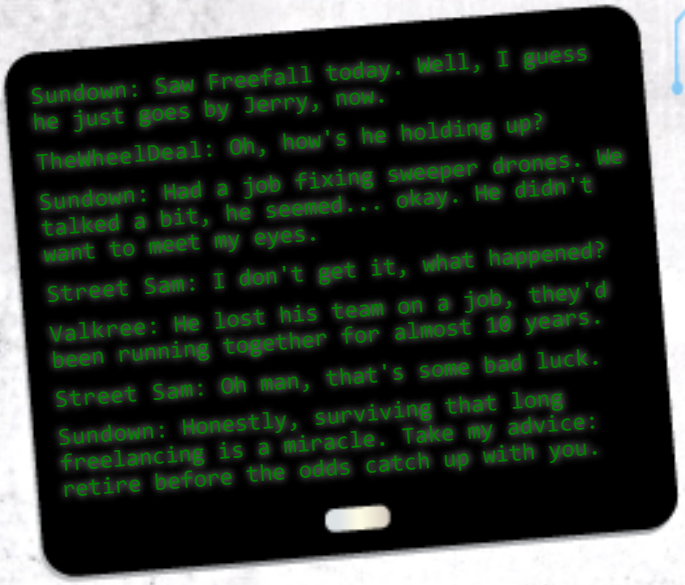
D6	FLAW
1	Money and power have given me some eccentric tastes that others find bizarre.
2	I am tightfisted with my money, even when I have plenty.
3	I'm too proud for my own good, I have a hard time accepting help from others.
4	I splash my money around to impress people, spending more than I can afford.
5	I'm impulsive, acting before I think things through.
6	I will talk about my family for hours, whether people care or not.

FREELANCER

Do you have a scumbag that needs killing? A vault that needs cracking? Illegal product that needs moving? Bodies that need guarding? There are numerous specialists looking for work on a contractual or contingent basis, often without the more official aspects of work, like documentation or benefits. They go by many names: freelancers, mercenaries, consultants, and other, less reputable titles.

Freelancers can find work by many means. A smart freelancer will have fixers looking to setup jobs for a small cut, while others may have to advertise their services on digital or physical black markets. It can be dirty, dehumanizing, and often dangerous work, but someone has to do it. Well, maybe some of the crimes you've committed didn't have to be done, but you gotta make a living somehow.

Skill Proficiencies: Choose two from among Deception, Intimidation, Investigation, Perception, Persuasion, Stealth
Tool Proficiencies: One vehicle proficiency or hacking tools
Languages: One of your choice
Equipment: A set of common clothes, a smartphone, a trophy from a previous job, and a credit stick with 2,000₵.



FEATURE: FREELANCER SPECIALTY

For one reason or another, people tend to avoid doing the kind of work that you specialize in. Perhaps they think that it's too dangerous, or too difficult, or maybe they think they're above getting their hands dirty, but that doesn't stop them from hiring an expert to do it instead. Choose your specialization as a freelancer, or roll on the table below.

D8	SPECIALTY
1	Assassin
2	Bodyguard
3	Burglar
4	Fixer
5	Mercenary
6	Saboteur
7	Smuggler
8	Spy

FEATURE: CRIMINAL ELEMENT

You're familiar with various black markets, able to find potential fixers who can hook you up with jobs. However, it isn't guaranteed that the jobs are good and the clients are trustworthy. You are also familiar with other freelancers, able to identify the names and specialties of any given freelancer with at least a little bit of history in the scene.

SUGGESTED CHARACTERISTICS

The kind of work a freelancer performs shapes their personality and attitudes. The constant threat of danger, and the illegal and potentially bloody nature of the work, shapes a freelancers mind, or breaks it.

D8	PERSONALITY TRAIT
1	I can fall into a group and make friends quickly. After all, they can disappear at any time.
2	I don't feel good about something unless I plan it out first.
3	People think I'm cold, but it's really just that things cease to surprise or excite me anymore.
4	I'm an expert at my work, and I take pride in it.
5	Danger makes me feel alive, it's addictive.
6	I spend entirely too much energy making sure my family never learns what I do for a living.
7	I work hard and play harder.
8	We're all just disposable tools to be used, broken, and then thrown away.

D6	IDEAL
1	**Standards.** I won't take on a job I morally disagree with, no matter the pay. (Good)
2	**Reputable.** A deal's a deal, and I won't go back on my word. (Lawful)
3	**Loose Cannon.** Boring jobs are the worst, I won't bother unless there's a risk of it blowing up in my face. (Chaotic)
4	**Perfectionist.** I like it neat and tidy, no matter how many loose ends I need to cut. (Evil)
5	**Merc.** I'm not paid to care about the consequences of my actions. (Neutral)
6	**Star.** I'll find a good team and work my way to the top, until everyone knows our names. (Any)

D6	BOND
1	I thought I'd lost my whole team, and nearly died myself, but I heard a rumor that they just finished a big job.
2	When a job went downhill, I was rescued by an unexpected benefactor, who I owe a favor.
3	It was just your average job... at least until I fell in love with the target.
4	I've gained a reputation as a cold-blooded, murderous psychopath after my last job. Just one problem: it wasn't me.
5	I want to retire, but it's not just about the money. There's too many strings on me.
6	If I can pull off this major job, I'll be a legend.

D6	FLAW
1	I tend to get antsy and nervous under pressure.
2	When things look bad, I'm the first to bail out.
3	I spend all my money on weapons, gear, and cybernetics, even if it means going hungry and homeless.
4	I hate that my work is slowly grinding away the last of traces of my compassion and goodwill.
5	After being betrayed a few times, I tend to assume the worst of people.
6	I'd like to take charge in some situations, but I know I'm just going to screw it up.

GANGSTER

The streets of the slums are stained with blood, night after night. The cycle of violence grinds down the local populace with endless turf wars, blood feuds, and revenge hits. Sometimes the only way to survive is to be tougher and meaner than you thought you ever could be. You have survived, or perhaps even thrived under these savage conditions.

For people without family, friends, or hope, a gang can come to take their place. It's a swift transition from you being recruited into a gang and taught their ways, to you recruiting others and brutally upholding the gang's code. While you might not have a long life expectancy, there's nothing quite like riding a motorcycle down a road at full speed with your gang at your back.

Skill Proficiencies: Athletics, Intimidation
Tool Proficiencies: One from among vehicles (land) or vehicles (water)
Languages: One of your choice
Equipment: A set of common or fine clothes, a pistol, a dose of a common drug of your choice, a token from your gang, and a credit stick with 1,000₵.

FEATURE: SCUM STICKS TOGETHER

When it comes to violent thugs and criminals, you feel right at home. You know the lingo, slang, and signs that lets you speak to the members of street gangs. They will recognize you, and have some amount of respect for you, though enemy gang members may still be hostile. Additionally, you can find someplace to buy a stolen vehicle on short notice.

SUGGESTED CHARACTERISTICS

Whatever hard-knock life leads a person to join a gang, it probably isn't idyllic. Gangsters often put up a tough, intimidating front, which may or may not be feigned for appearances. They may not want to be a gangster, and could be looking for a way out. Unfortunately, most gangs tend to have unresolved abandonment issues.

D8	PERSONALITY TRAIT
1	I'm loud and rowdy, and I know how to have a good time.
2	It's more satisfying to take something than to earn it.
3	I always look for the biggest, toughest motherfucker in the room and size them up.
4	My silent glare chills people to the bone.
5	I won't let shitheads fuck with me or mine.
6	I look rough, but I'm friendly to people who deserve it.
7	I feel alive when I'm riding something fast.
8	There are winners and losers, and I am a loser.

D6	IDEAL
1	**Guardian.** My community needs protection, and I'm willing to stand up for them. (Good)
2	**Enforcer.** So long as nobody crosses the line, nobody needs to get fucked up. (Lawful)
3	**Psycho.** It isn't a party until something gets lit on fire. (Chaotic)
4	**Bastard.** I don't need a reason to break people. (Evil)
5	**Survivor.** I didn't choose this life, but I'll make the best of it. (Neutral)
6	**Chieftain.** I'll lead the gang to be the biggest, baddest motherfuckers around. (Any)

D6	BOND
1	My gang got destroyed by a rival gang, and now I want revenge.
2	If I can scrape together enough money, I can finally find a way out of this life.
3	My gang will claim the most turf, and we'll go down as legends.
4	Bashing goon skulls just isn't enough anymore, I need a bigger challenge.
5	My family have lived in a shithole community for long enough, it's time that changed.
6	I would follow my gang leader to the grave, if they hadn't disappeared.

D6	FLAW
1	I'm unreliable, and responsibility scares me.
2	I drive recklessly and endanger others.
3	When I get stressed, I need to break a few bones to calm down
4	I blow my money on sex and drugs.
5	I live in constant fear that the things I've done will catch up with me.
6	People insult me all the time, whether they mean to or not.

HACKER

A figure huddles in the corner of a filthy room littered with empty noodle pouches and energy drink bottles. The moldy, sagging ceiling drips into a series of overflowing buckets, water pooling before it leaks down into the room below. A dog shouldn't be made to live in such squalor. The figure doesn't seem to mind.

After all, they're in the middle of grabbing a list of some mid-level manager's account credentials after he was stupid enough to leave it in plaintext in a barely hidden file in some directory labeled 'Documentation'. Their immaculate avatar, a gleaming humanoid figure made of color shifting crystals, takes hold of the golden key to a treasure trove and holds it high.

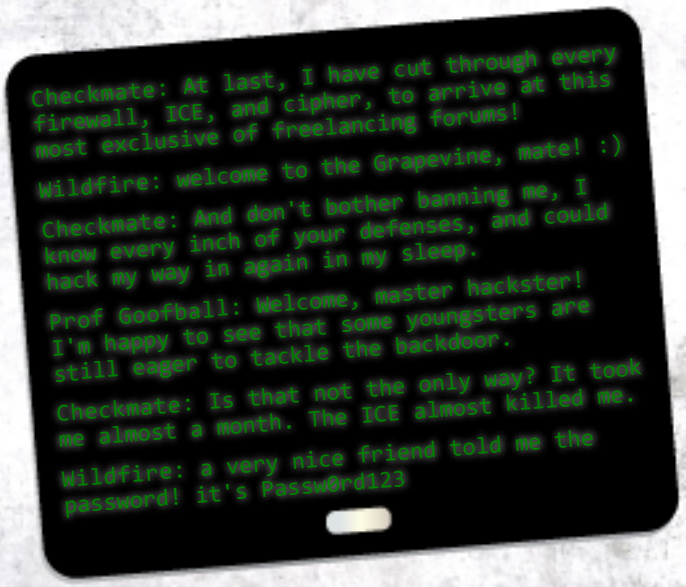
The huddling figure, its head held upright by a cable running from a port in the back of their neck to a wall socket, lets a thin smile cross their face.

Skill Proficiencies: Investigation, Technology
Tool Proficiencies: Hacking tools and one type of gaming set
Languages: None
Equipment: A set of common clothes, a smartphone, a data drive, a universal cable, a wireless transceiver, a set of augmented reality gear (sunglasses, goggles, or contact lenses), and a credit stick with 500₵.

FEATURE: HACKER TYPE

Hackers are divided up into several different types, depending on what lines you're willing to cross. A white hat hacker is often a paid corporate employee or a contractor. A black hat hacker is a criminal who uses their talents for personal or political gain. A grey hat hacker is somewhere in between, often breaking into systems only to show a corporation the flaws in their security, or to show off. You can select your hacker type from the table below or roll to select it randomly.

D4	TYPE
1	White Hat
2	Black Hat
3	Grey Hat
4	Amateur



FEATURE: HACKER ETIQUETTE

You know the hacker lingo and slang, and you fit right into hacker culture. You know a well-informed hacker group that you can contact for help, though it might not be cheap. You also know online marketplaces where you can buy and sell valuable and potentially illegal data.

SUGGESTED CHARACTERISTICS

Hackers tend to be detached from the real world, preferring the internet, where they are free to exercise their talents and enjoy surfing the infinite ocean of data. They seem odd or quirky to others who aren't as fluent in internet culture. However, they are often driven by certain motivations to work with others and venture outside of their bubble.

D8	PERSONALITY TRAIT
1	The meat world sucks, I only feel at home when I'm online.
2	People who can't protect their systems deserve what I do to them.
3	I can't stand being lonely, it drives me crazy.
4	I'm endlessly curious, and I'll dig deep to uncover the truth.
5	I'm a smooth operator, and I keep cool under pressure.
6	I'm very excitable and full of energy.
7	People say I'm easily spooked, but I just like to stay on my toes.
8	I've been told I'm emotionally numb, whatever that means.

D6	IDEAL
1	**Hope.** I can't help but take on charity cases if it feels right. (Good)
2	**Community.** Hackers have a code, and for good reason. (Lawful)
3	**Troll.** It's fun to fuck with people who take things too serious. (Chaotic)
4	**Cold.** People are unreliable and expendable. (Evil)
5	**Binary.** There are people in my world, and people outside it. (Neutral)
6	**Equalizer.** Someone needs to hold the elite and powerful accountable. (Any)

D6	BOND
1	I'm going to be the best, and the whole world will know me.
2	During a job, I discovered something I really shouldn't have, and now I'm in danger.
3	A hacker friend of mine wasn't who they claimed to be, and I feel betrayed.
4	I befriended a rogue AI on the internet, and it has some interesting requests.
5	My family doesn't know what I do, and it needs to stay that way.
6	I've decided to spend more time outside of my comfort zone.

D6	FLAW
1	I'm so cautious that I miss a lot of opportunities.
2	I'm addicted to consuming certain media.
3	I get anxious and jittery if I'm away from the internet for too long.
4	I get extremely competitive, past the point of reason.
5	I make overly complicated plans which tend to fall apart.
6	Nobody gets my references and jokes.

MECHANIC

The world is built and run by machines, and the machines are run by you. You are the grease in the vast clockwork that keeps modern society functioning smoothly. Without you, society crumbles to dust. Or someone just hires your replacement. After all, you're just as replaceable as any piece of equipment.

Skill Proficiencies: Perception, Technology
Tool Proficiencies: Tinker's tools and one type of vehicle
Languages: None
Equipment: A set of grease-stained common clothes, a set of tinker's tools, and a credit stick with 1,000₵.

FEATURE: MECHANIC SPECIALTY

While you're pretty familiar with a variety of machinery and technologies, you specialize in a certain tradecraft. You may be a member of a union for your trade. You can select your specialty from the table below or roll to select it randomly.

D8	SPECIALTY
1	Automotive
2	Aircraft
3	Robotics
4	Manufacturing
5	Explosives
6	Electronics
7	Weapons
8	Plumber

FEATURE: GREASE MONKEY

You always know where you can get access to a car garage, a machinist shop, a robotics lab, or other similar facilities. When you work on a machine or vehicle with other mechanics nearby, they will speculate about what's broken, tell you about mistakes you're making, and assist you with the project. You always know where to find the parts needed for vehicle modifications, weapon accessories, and other equipment, no matter how obscure.

SUGGESTED CHARACTERISTICS

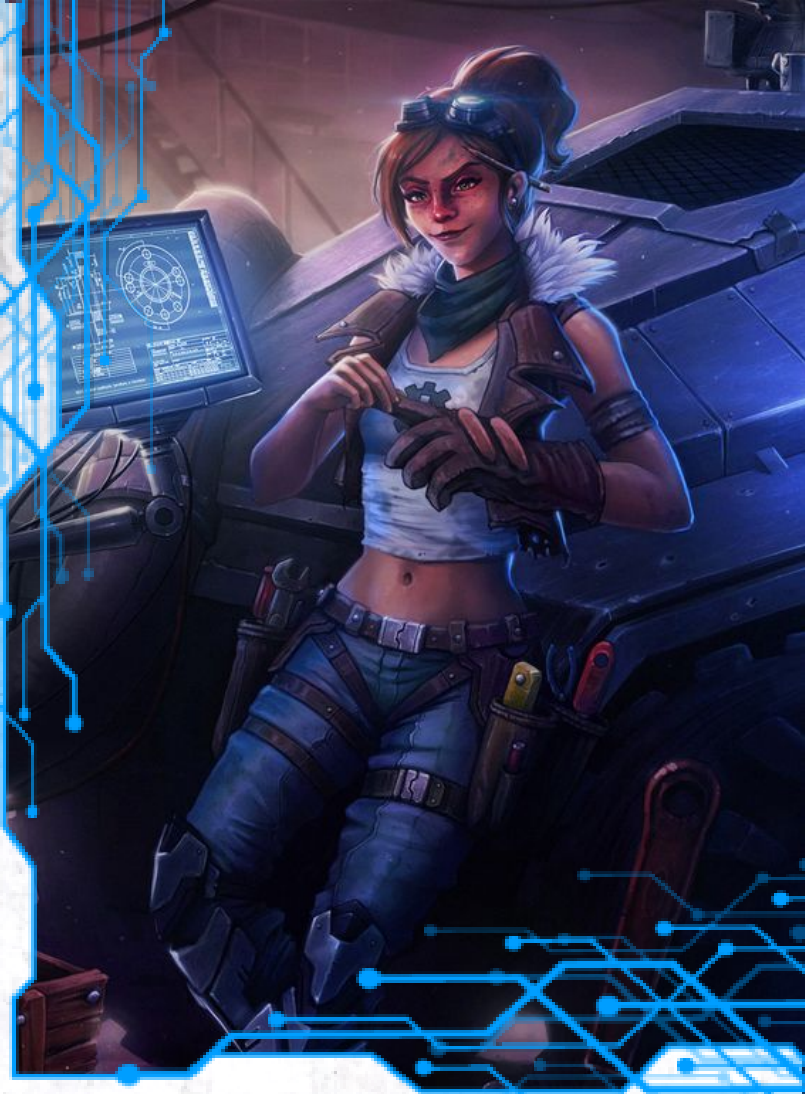
Mechanics are typically a level-headed bunch willing to get their hands dirty in order to get the job done. They are resourceful, inventive, and capable of approaching problems from different angles.

D8	PERSONALITY TRAIT
1	I see a problem and I immediately want to fix it.
2	People can't be trusted, not like machines.
3	I speak in a lot of jargon that most people don't understand.
4	Like me, my machines have a lot of 'character'.
5	I speak slowly because there's no need to rush.
6	A machine's design can always be improved, just like myself.
7	I'm proud of my work, so I can't help showing off.
8	I don't mind getting a little dirty, or even a lot.

D6	IDEAL
1	**Scale.** Always build it bigger, stronger, and more badass. (Chaotic)
2	**By the Books.** Safety first isn't just a motto, it's a way of life. (Lawful)
3	**Cooperation.** Together, we can build a better world for all. (Good)
4	**Automation.** The world would run more smoothly if machines ran everything. (Lawful)
5	**Determination.** Hard work and a can-do attitude will get you anywhere. (Any)
6	**Fail Forward.** A catastrophic malfunction is just another opportunity to learn. (Chaotic)

D6	BOND
1	Someone sabotaged a machine I built and caused a disaster.
2	A family member taught me everything that I know, but they vanished without warning.
3	A machine I created magically gained sentience, and now is on a rampage. I must stop it.
4	I'm deep in debt and I won't breathe easy until I'm free of it.
5	I stole my greatest designs, and I can't risk anyone knowing.
6	People don't realize it yet, but they need my new invention to perfect their lives.

D6	FLAW
1	I approach people and machines in the same way.
2	When something doesn't work the way it should, I get mad.
3	I refuse to accept that I may have made a mistake.
4	I need to break things open to see how they work.
5	I'm a perfectionist to the extreme.
6	I refuse to let other people help me, whether I need it or not.



PUNK ROCKER

Society is corrupt, people are callous and hateful, and the man is always trying to keep you down. It's enough to drive a person crazy, except the whole world is already crazy. This broken civilization needs rebels who are willing to stand up and scream at the top of their lungs that something is wrong.

Half the battle is looking the part. Typically, you might wear slick black leather covered in spikes, have flashing LED tattoos all over your body, and wear your bright pink mohawk proudly. Of course, what's more important is breaking the norms of society and rebelling against the status quo to inspire others. In the heart of every oppressed office drone is the spark of anarchy, just waiting to be kindled.

Skill Proficiencies: Intimidation, Performance
Tool Proficiencies: One type of musical instrument
Languages: One of your choice
Equipment: A set of common or fine clothes, a musical instrument (one of your choice), a symbol of your punkness (mirrorshades, anarchy earrings, spiked gloves), and a credit stick with 1,500₵.

FEATURE: RABBLE ROUSER

When you perform, you can always attract a crowd. If you perform well, you can make the crowd rowdy, or even make them start rioting if they're predisposed to do so. Additionally, you always know someone willing to sell you explosives.

SUGGESTED CHARACTERISTICS

Punk rockers have a reputation of going against the grain of society. Paradoxically, this means that a punk rocker's characteristics may be decided by the society they inhabit. A punk rocker who is not against the establishment is just a popstar.

D8	PERSONALITY TRAIT
1	My personal volume setting is always at '11'.
2	I have a stage presence that is at odds with my normal demeanor.
3	I am larger than life in every way I can be.
4	People fear me, and they should.
5	I'm at the center of a roiling storm of fury, joy, and confusion.
6	I'm stoic and imposing.
7	Let's be real: the best part is the sex and drugs.
8	I know a song for every situation.

D6	IDEAL
1	**Anger.** People think they're better than me. I'll take them down a notch. (Chaotic)
2	**Leader.** I can bring about real change through my music. (Good)
3	**Nihilist.** The world is corrupt, and it needs to fucking burn. (Evil)
4	**Rockstar.** Whatever else happens, I want to be rich and famous. (Neutral)
5	**Troupe.** Me and my bandmates can take on the world. (Any)
6	**Anarchy.** Anarchy! Anarchy! Anarchy! (Chaotic)

D6	BOND
1	My band and I went through a bad breakup. If we could have just one reunion tour...
2	I was arrested for a crime I didn't commit because I pissed off some rich shithead.
3	I need to find the ultimate instrument for a showdown with a devil.
4	I replaced the previous lead member of my band, and now they hate me.
5	I put on the worst performance of my life, and I will never live it down.
6	While high, I came up with the greatest song, then forgot it. I must find it again.

D6	FLAW
1	I'm a loose cannon and I love it.
2	I get in a lot of arguments. Some might say too many, but they're wrong.
3	I'm constantly binging and purging something.
4	Don't you know who I am?
5	I get irrationally mad when people try to tell me what to do.
6	I am constantly playing music.

VARIANT FEATURE: ROADIES

If your character has a punk rocker background, you may select this background feature instead of Rabble Rouser.

You have three roadies who assist you out of devotion to your music or your cause. These roadies can perform a variety of tasks. They can be your hype men, take care of your instruments and set up for concerts, or act as backup performers in a pinch. Though they are loyal, they are not sheeple, and will not willingly go into combat or die for you. If you treat them like shit, they might abandon you.

SCIENTIST

As a scientist, you are responsible for pursuing knowledge, testing hypotheses, and advancing civilization one step at a time. While the various fields of science have come far in recent times, for every new discovery, and for every new piece of evidence that supports a theory, additional questions arise. For the modern scientist, this creates an endless supply of possibilities.

Of course, with the pursuit of knowledge comes the rise of ethical dilemmas. Are your experiments legal? Will your work be used as a weapon to harm others? Are you willing to perform dangerous experiments on animals? Or people? Are you willing to 'play god'? How do you decide where to draw the line?

Skill Proficiencies: Choose two from among Arcana, History, Nature, and Technology
Tool Proficiencies: One type of artisan's tools
Languages: One of your choice
Equipment: A set of common clothes, a labcoat, a set of artisan's tools (one of your choice), and a credit stick with 1,000₵.

FEATURE: SCIENTIST FIELD

A scientist's research can be a broad, multi-disciplinary effort, or it may be limited to an extremely specific body of scientific knowledge which has only a handful of experts in the world. Due to the vast breadth of knowledge available to an advanced civilization, scientists must specialize in specific fields if they hope to advance that field further. Choose one to three fields or roll on the table below to define your areas of expertise.

D12	FIELD
1	Mathematics
2	Computer science
3	Physics
4	Chemistry
5	Biology
6	Artificial intelligence
7	Engineering
8	Astronomy
9	Geology
10	Psychology
11	Data
12	Archaeology

FEATURE: LAB RAT

You always know where to find a relevant laboratory when you need one, and fellow scientists are more inclined to let you utilize it. When you need to research esoteric topics that aren't available via search engine, you know where to find relevant repositories and archives, even if you can't access them due to certain restrictions.

SUGGESTED CHARACTERISTICS

Scientists are defined by their pursuit of knowledge and their innate curiosity about their fields of interest. This can take many forms, from detached neutrality to passionate obsession. The methods and means they are willing to use to gain this knowledge is the line that separates the dedicated researchers from the mad scientists.

D8	PERSONALITY TRAIT
1	I'm a bit of a control freak, I prefer everything in its proper place.
2	Learning something new never ceases to excite me.
3	I've been practicing my mad scientist laugh.
4	I'm easily distractable by the newest shiny object.
5	My presence has been described as gloomy and ominous.
6	No matter the situation, I'm always prepared.
7	I'm meek and unobtrusive. I just don't want to get in the way.
8	Being told not to do something only makes me want it more.

D6	IDEAL
1	**Enlightenment.** Poverty, war, and suffering are problems with real solutions. (Good)
2	**Principles.** Science is the codified approach to life and learning. (Lawful)
3	**Anomaly.** With enough force applied in the wrong place, anything can happen. (Chaotic)
4	**Knowledge.** People are a small price to pay for true knowledge. (Evil)
5	**Causality.** I am an observer, witnessing cause and effect. (Neutral)
6	**Innovation.** The real goal of science is to apply the knowledge in new and interesting ways. (Any)

D6	BOND
1	Lately, my research has taken me in a challenging and dangerous direction.
2	My rival is racing toward a discovery that I will reach first.
3	An experiment went horribly wrong, and now I have to put together the pieces.
4	If what I've discovered is true, then we're all in grave danger.
5	My true passion is to teach and pass on all I've learned.
6	I shut myself off from the outside world for years, now I must rejoin it.

D6	FLAW
1	I can be a bit oblivious when something catches my interest.
2	I tend to drone on and on about subjects I know.
3	I'm extremely pessimistic and always expect the worst-case scenario.
4	I have a habit of neglecting my own hygiene and health.
5	I am clumsy, dropping things and tripping over my own feet.
6	More forceful personalities can bully me around into doing what they want.

SEX WORKER

On neon-lit street corners, in dimly lit brothels, in noisy strip clubs, and in high society lounges, people practice their profession in the carnal arts. You count yourself among their number. In the sleepless cities, there's always clients in need of comfort, and willing to pay for it. Some might find your line of work shameful, demeaning, or disgusting. Others see it as necessary and beneficial for society. However, many in your position just see it as another job.

Skill Proficiencies: Persuasion, plus one from among Insight and Performance

Tool Proficiencies: One type of gaming set

Languages: One of your choice

Equipment: A set of fine clothes, a cosmetic pouch, a piece of fancy looking jewelry, a can of pepper spray, and a credit stick with 1,000₵.

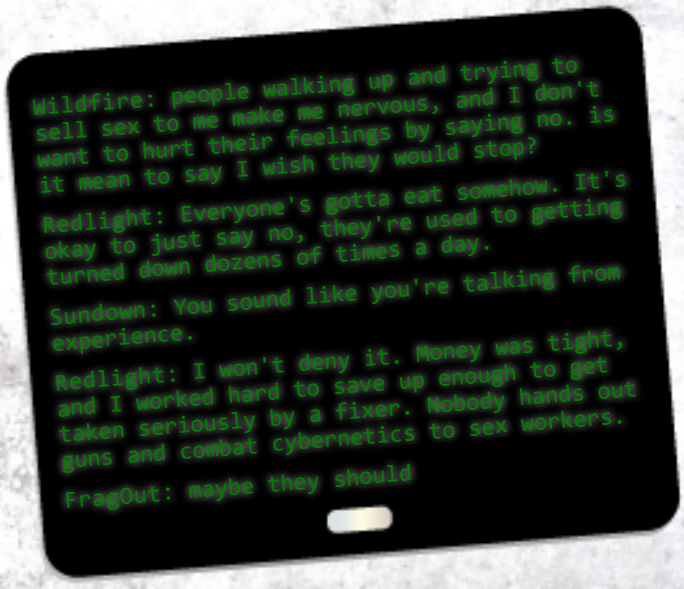
FEATURE: SEX WORKER PROFESSION

There is a wide variety of professions related to sex work. They range from streetwalkers calling out to passing strangers, to highly paid escorts who are hired to accompany executives to corporate events, and everyone in between. With modern technology, virtual reality porn stars create realistic (or unrealistic) simulations and distribute them across the internet.

D8	PROFESSION
1	Streetwalker
2	Porn star
3	Stripper
4	Escort
5	Webcam model
6	Phone sex operator
7	Dom
8	Brothel worker

FEATURE: SOLIDARITY

You share a common bond with other sex workers, and will usually find assistance in your times of need. You can find shelter or lay low at brothels, strip clubs, and other similar locations. Your previous clients will typically be friendly to you, and may be willing to help you out with information or support.



SUGGESTED CHARACTERISTICS

Sex workers cater to certain clienteles, and have shaped their appearance and demeanor around attracting their attention. When they're not working, they may have a different persona.

D8	PERSONALITY TRAIT
1	I'm quick with a joke and a smirk.
2	I'm flamboyant around strangers, but I'm more subdued around those I trust.
3	I've got a vulgar mouth, and I'm not afraid to use it.
4	I'll cut anyone who crosses me.
5	I stand and speak my mind in the face of oppression.
6	I tend to make myself look small and unthreatening.
7	People tell me I'm wise, but I've just seen too much.
8	Flirting is a good icebreaker, regardless of the occasion.

D6	IDEAL
1	**Angel.** I take people's minds off their worries, even if it's just for a moment. (Good)
2	**Beauty.** People desire me and adore me, and I love it. (Any)
3	**Carefree.** Who cares about tomorrow? I live for today. (Chaotic)
4	**Puppeteer.** I don't care who I have to manipulate or hurt along the way. (Evil)
5	**Revenge.** Someday, I'll pay back the people who wronged me. (Neutral)
6	**Curiosity.** People fascinate me, and I love learning what makes them tick. (Any)

D6	BOND
1	The client died, and the blame was put on me. I'll learn the truth.
2	A friend in my line of work disappeared one day, and I won't just let it go.
3	I fell in love with a client, but circumstances tore us apart.
4	Everything I do, I do for my family.
5	For the longest time, it felt like I was going nowhere. I need to change that.
6	I will do what I can to elevate others and defend the vulnerable.

D6	FLAW
1	I get deeply offended when people reject me.
2	I'm so used to faking my emotions that even I can't tell when I'm being genuine.
3	I often let my desires drown out common sense.
4	Sometimes my playful banter cuts deeper than I intend.
5	I am slow to make friends, and slower still to trust them.
6	I interpret people's words as suggestively as possible.

STREET SHAMAN

Shrouded in the mysterious depths of dark alleyways, abandoned subways, and fetid sewer tunnels, there exist underground societies which practice the mystical arts. Street shamans come in many forms. You may be a psychic, a fortune teller, a healer, a witch, or any manner of practitioner of the enigmatic and arcane. While some may find your services dubious at best, and profane at worst, there's no denying the demand for them exists.

Skill Proficiencies: Arcana, Religion
Tool Proficiencies: One type of artisan's tools
Languages: One of your choice
Equipment: A set of common clothes, an eldritch item (a fetish, a doll, a mask), a set of artisan's tools (one of your choice), and a credit stick with 1,000₵.

FEATURE: CULTISH CONNOISSEUR

You can recognize and identify the signs of mystical cults, cabals, orders, and other shadowy groups and their members. You're familiar with several places of power and ritual sites where the border between worlds wears thin. You can always find a dealer of spell components and other arcane goods.

SUGGESTED CHARACTERISTICS

The demeanor and fashion sense of a street shaman are far more important for their purposes than actually having access to otherworldly powers. No one will believe a guy secretly harbors a host of haunting spirits when he dresses and talks like he works part-time at a gas station. Establishing an air of mystery is crucial.

D8	PERSONALITY TRAIT
1	Why should I tell the truth when lies are more convenient?
2	I hold deep, unshakeable beliefs about the true nature of the world.
3	I've been reborn many times, and I sometimes recall things from a past life.
4	I speak in an enigmatic and ominous tone.
5	Wear enough dirt and garbage and nobody will look at you twice.
6	I talk with beings that others can't see.
7	There's nothing like peaceful meditation and tea after a stressful day.
8	I'm grouchy because the world made me this way.

D6	IDEAL
1	There are forces at work to help people. I will be one of them. (Good)
2	There is a universal equilibrium that is disrupted at our peril. (Lawful)
3	Gods I can get along with, but religions have too many strictures. (Chaotic)
4	Dark forces make for good bargains when it comes to gaining power. (Evil)
5	We are small, unimportant specks in the grander scheme of existence. (Neutral)
6	I will unfold reality to discover the truth of these worlds. (Any)

D6	BOND
1	I received a vision of something terrible that will occur unless I stop it.
2	There's a deep imbalance in our society and someone needs to rectify it.
3	I want to travel the world, see the sights, and plumb its depths.
4	I am under the effects of a powerful curse that I must cleanse.
5	People have started vanishing from my usual haunt. Where are they going?
6	I've got too much blood on my hands to attone. Instead, I obscure my past.

D6	FLAW
1	I have witnessed the void, and it has left its taint in me.
2	I reflexively attempt to weird out others to keep them at a distance.
3	I have a set of unwritten rules that I expect others to know and follow.
4	Other people can't handle the truth, I'd better keep it to myself.
5	I get uncomfortable anywhere with a fancy atmosphere or formal people.
6	Mundane people are so... mundane.

WAGE SLAVE

Observe the modern wage slave. Packed into cubicles, offices, and behind service desks, they engage in a life-or-death struggle with boredom, impossible deadlines, impatient customers, and sadistic supervisors. They trek home on sketchy subways and vandalized buses to their coffin apartments, spending their meager paychecks on garbage instant noodles, barraged with endless attention-grabbing advertisements along the way.

They devote their precious free hours to watching comfortingly bland sitcoms and playing whatever game is most popular before passing out well after they should have gone to bed. They dream of success, of wealth, of fame, and other things they can never have.

The next day, the cycle begins again.

Skill Proficiencies: Choose two from among Deception, Persuasion, Perception, Sleight of Hand, Stealth, Survival
Tool Proficiencies: One type of artisan's tools
Languages: One of your choice
Equipment: A set of common clothes, a cheap employee of the month award, a set of artisan's tools (one of your choice), and a credit stick with 500₵.

FEATURE: WAGE SLAVE JOB

Hey, at least you aren't homeless on the mean streets. Love it, hate it, or just tolerate it, you require income from your job in order to live. You may have even been forced to take on multiple jobs. Choose one to three wage slave jobs or roll on the table below to define your 'career'.

D12	JOB
1	Store clerk
2	Office clerk
3	Secretary
4	Customer service
5	Transportation
6	Janitor
7	Teacher
8	Factory worker
9	Fast food worker
10	Accountant
11	Software developer
12	Data analyst

FEATURE: URBAN SURVIVOR

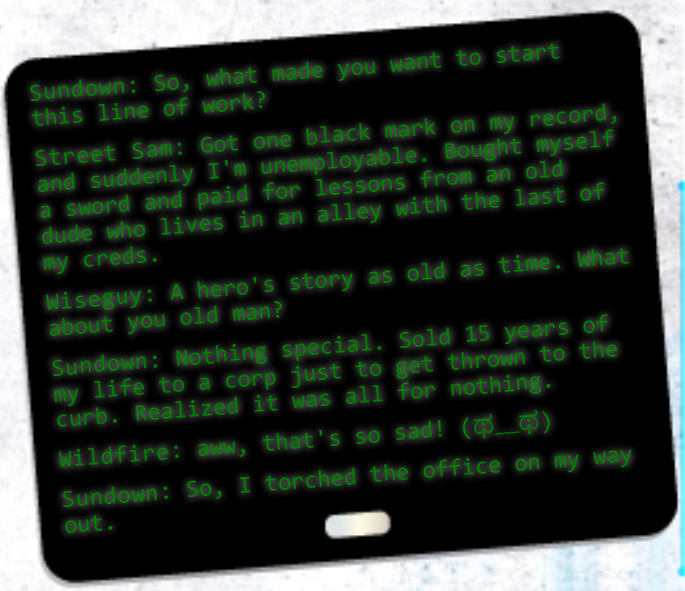
You know the cheapest thrift stores, pawn shops, restaurants, and other stores where you can find discounts on everyday goods. You're good at finding coupon codes and cut-rate prices for online shopping, event tickets, and public transportation. Additionally, you can make meals even when resources are very limited, such as from a fridge containing only condiments.

SUGGESTED CHARACTERISTICS

Being kept on a constant financial treadmill, where a wage slave's continued employment allows them to just barely keep up with their bills, can do funny things to a person's head, especially when there is little chance of improving their station. Often their lives are marked by a mix of desperation, drudgery, and boredom. While the vast majority of wage slaves are content just to survive, some few may try to pursue their escapist dreams.

D8	PERSONALITY TRAIT
1	I'm usually quiet, and speak when spoken to.
2	I'm probably the world's biggest fan of...
3	The emotions I bottle up will eventually escape explosively.
4	I'm diligent and hardworking, and that's why people like me.
5	There's always more ways to save money if you look hard enough.
6	I'm constantly slacking off on the job.
7	My free time is precious, and I hate when people waste it.
8	I'm afraid of dying alone.

D6	IDEAL
1	**Fate.** The world wasn't designed for me to succeed. (Any)
2	**Compassion**. At least I can make someone else's day a little brighter. (Good)
3	**Citizen.** The best way to get by is to keep your head down. (Lawful)
4	**Desperation.** I've got nothing to lose. (Chaotic)
5	**Ruthlessness.** I'd do anything to improve my standard of living. (Evil)
6	**Passion.** I'm a creature of obsession. (Any)



D6	BOND
1	Important people forget that I'm there, so I overhear a lot of juicy secrets.
2	I've got a goal for retirement, but it won't be easy to reach.
3	When I'm in charge, there's going to be some changes around here.
4	I was fired from my job and I want revenge against my employer.
5	I'm drowning in debt and I'm willing to go to extremes to get out of it.
6	I've been waiting my whole life for my time to shine. Finally, I've found my chance.

D6	FLAW
1	I can't get through the day sober.
2	I freeze up when I'm the center of attention.
3	I don't care what happens to me, my life is pointless anyway.
4	I'm about as gullible as they come.
5	I crave approval from others and I'll do anything to get it.
6	Everyone knows I'm a nobody, and who am I to disagree?

SKILLS AND TOOLS

In this section you'll find additional skills and tools for knowing and interacting with technology. When you would gain proficiency in a skill or artisan's tools, you can instead choose from one of the respective options below.

TECHNOLOGY SKILL

Technology is a skill that any character can choose to replace one of their other skill proficiencies during character creation. Your Intelligence (Technology) check measures your knowledge of information systems, machines, networks, or any other aspect of modern technology.

TOOLS

ITEM	COST	WEIGHT
Artisan's tools		
Demolitionist's tools	2,500₵	2 lb.
Electrician's tools	4,500₵	5 lb.
Gaming Set		
Video game set	3,000₵	2 lb.
Hacking tools	-	-
Vehicles (land, water, or air)	-	-

Demolitionist's Tools. This set of tools includes wire cutters, a screwdriver, a small powered drill, electric cabling, and blasting caps. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to arming or disarming explosives and explosive traps.

Electrician's Tools. This set of tools includes a screwdriver set, a soldering iron, 30 feet of universal cable, cable testers, a wire stripper/crimper, and adjustable pliers. Proficiency with these tools lets you add your proficiency bonus to any ability checks you make to working with electrical circuits and technical hardware.

Video Game Set. This set of elite gamer gear includes a universal controller, a hologram projector, a paper thin video screen, 30 feet of universal cable, and several bottles of aerosol gamer juice. Proficiency with this gaming set allows you to add your proficiency bonus to ability checks you make to play video games.

Hacking Tools. Hacking requires the hacking tools cybernetic augment (see Chapter 3). You can learn more about hacking in Chapter 6.

Vehicles. Vehicle proficiencies are broken down into land, water, and air, and vehicles are broken down in a similar manner depending on their particular form of movement. You can learn more about vehicles in Chapter 4, or see vehicle statistics in Appendix B.

CHAPTER 2

ADVANCED ARMAMENTS

The shining steel gun points, the breathless anticipation, a flash in the dark, a thunderous crack, then hurtling lead and a satisfying impact. The streets are crawling with armed thugs and the corporate goons will show no mercy, so you had better be packing heat if you want to survive. Sometimes the best peace of mind you can find is in your trusty sidearm.

In this chapter you will find rules for firearms, a list of commonly available firearms, ammunition, and firearm accessories. In addition, you will find specialized melee weapons, setting appropriate armor, modifications for melee weapons and armor, and high quality equipment.

FIREARMS

Each firearm serves a purpose and sends its own message. A small pistol doesn't draw too much attention, but also says you're not afraid to defend yourself. On the other hand, a giant gatling gun sends a more blunt message: fuck off. And, of course, the flamethrower says that you're fun at parties and barbecues.

Choosing the correct weapon for a given situation is critical for survival. If you're not sure how to dress for the occasion, just bring a whole armory and decide when you get there.

FIREARMS AND ABILITY SCORES

Firearms do not solely fall into Dexterity's domain. With the iconic image of a massive figure clad in thick metal armor and carrying a spinning gatling gun, it would be unfortunate if they were unable to shoot the broad side of a barn.

To combat this issue, science has developed the smartgun system augment (see Chapter 3) and the smartgun firearm accessory later in this chapter. By combining the two, a creature can use their Strength or Intelligence when making attack rolls with firearms, instead of their Dexterity.

FIREARMS AS WEAPONS

Firearms are ranged weapons, similar to bows, crossbows, and other similar weapons. The firearms table below shows the most common types of weapons typically available in gun shops and from weapons dealers.

FIREARM PROFICIENCIES

If a character is proficient in simple or martial weapons, they are proficient with simple or martial firearms, respectively. Some classes have additional proficiencies with firearms, which are listed in the Class Firearm Proficiencies table.

CLASS FIREARM PROFICIENCIES

CLASS	PROFICIENCIES
Bard	Assault rifle, flame thrower, magnum, micro SMG
Druid	Flamethrower, micro SMG, spear gun
Rogue	Magnum, micro SMG, sniper rifle, spear gun
Sorcerer	Dart gun, hunting rifle, machine pistol, pistol, revolver
Wizard	Dart gun, hunting rifle, machine pistol, pistol, revolver

FIREARM DAMAGE

Unlike other weapons, you don't add your ability modifier to the damage roll of a firearm unless otherwise stated. If a firearm has more than one damage type, such as the grenade launcher which deals piercing and thunder damage, then the attacker can choose the damage type for extra damage, such as from effects like Sneak Attack.

FIREARM TWO-WEAPON FIGHTING

When you take the Attack action and attack with a light firearm that you're holding in one hand, you can use a bonus action to attack with a different light firearm that you're holding in the other hand.

UNDERWATER FIREARMS

Unless a firearm has the marine property, it must follow the following rules when used underwater.

Ranged weapon attacks automatically miss a target a beyond the weapon's normal range. Attacks against targets within normal range have disadvantage.

FIREARM PROPERTIES

Firearms have special properties that make them distinct from each other and other types of weaponry.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Firearms require the type of ammunition listed in the Ammo column. The ammunition of a firearm is destroyed upon use.

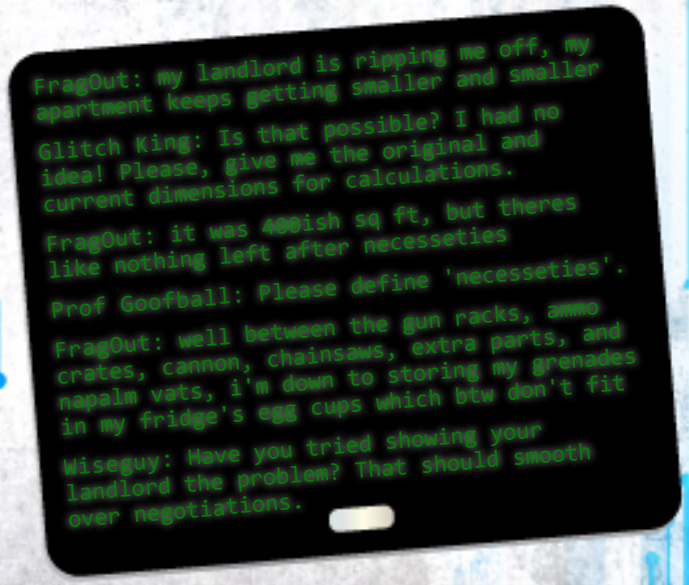
Automatic. When you take the Attack action, you can choose to make an additional weapon attack for each attack you make with an automatic weapon this turn. Until the end of your turn, all attacks made with automatic weapons are made with disadvantage, and advantage cannot affect the roll. When making use of the automatic property, you can only attack at half of the normal range of the weapon. When a creature that is Medium size or smaller uses the automatic weapon property on a weapon, melee attacks have advantage against them until the start of their next turn. You can't use this property in the same turn you've used the burst-fire weapon property. You can make no more than four additional attacks in this manner in a single turn.

Blast. When an attack with a blast weapon hits a target, it explodes in a 10-foot radius at a point of your choosing within the target's space. Targets in this radius who were not the original target receive half as much damage from the weapon's damage roll. The evasion feature (and similar features) and full cover between the original and secondary target negate this secondary damage. Attacks made with a blast weapon against objects, structures, vehicles, and creatures made out of inorganic material have advantage.

Burst-Fire. When you take the Attack action with a burst-fire weapon, you gain an extra attack with the weapon. This extra attack is made with disadvantage, and advantage cannot affect the roll. You can only make this extra attack once per turn, and you can't use this property in the same turn you've used the automatic weapon property.

Flamethrower. A target hit by an attack with the flamethrower begins burning (see Appendix A: Conditions) for 1 minute so long as it is not already burning from a flamethrower attack, and takes 1d6 fire damage at the start of each of its turns.

Marine. This weapon is not affected by the rules of underwater combat.



Massive. A massive weapon can be used to make attacks when mounted onto a vehicle, turret, or similar brace. You can dismount a mounted massive weapon over the course of a minute with tinker's tools. If used to make an attack while dismounted, the attacker must be a Medium or larger creature with a Strength Score equal to or higher than 15. If a creature attempts to make an attack with a dismounted massive weapon without meeting these requirements, they have disadvantage on attack rolls with the weapon, and must make a DC 15 Strength saving throw on the first attack each turn or fall prone.

Reload. A reloadable weapon can be used to make a number of attacks before it must be reloaded. Reloading requires a free hand and a bonus action or an action (character's choice unless stated otherwise in the weapon's reload property).

Scatter. If you make an attack against a target with a scatter weapon that is further than half the weapon's normal range, you deal half damage (rounding down). Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with a scatter weapon.

Scoped. As a bonus action, you can make your next attack with a scoped firearm at long range without disadvantage.

FIREARM LIST

WEAPON	COST	DAMAGE	WEIGHT	AMMO	PROPERTIES
Simple Firearms					
Dart Gun	1,600₵	1d4 piercing	3 lb.	Darts	Ammunition (range 60/240), reload (1 shot), marine
Double-Barreled Shotgun	2,000₵	4d4 piercing	6 lb.	Shells	Ammunition (range 60/180), reload (2 shots), scatter, two-handed
Hunting Rifle	1,700₵	3d4 piercing	7 lb.	Bullets	Ammunition (range 150/600), reload (5 shots), scoped, two-handed
Machine Pistol	1,500₵	2d4 piercing	5 lb.	Bullets	Ammunition (range 50/200), automatic, light, reload (10 shots)
Pistol	1,000₵	2d4 piercing	2 lb.	Bullets	Ammunition (range 70/280), light, reload (10 shots)
Revolver	1,200₵	2d6 piercing	4 lb.	Bullets	Ammunition (range 70/280), reload (6 shots)
Sawed-Off Shotgun	1,800₵	3d4 piercing	5 lb.	Shells	Ammunition (range 30/90), reload (2 shots), scatter
Submachine Gun	2,500₵	2d6 piercing	6 lb.	Bullets	Ammunition (range 50/200), automatic, burst-fire, reload (20 shots), two-handed
Martial Firearms					
Assault Cannon	35,000₵	2d12 piercing	80 lb.	Assault Rounds	Ammunition (range 120/480), heavy, reload (10 shots, action), massive, two-handed
Assault Rifle	3,000₵	2d6 piercing	7 lb.	Bullets	Ammunition (range 100/400), burst-fire, automatic, reload (20 shots), two-handed
Auto Shotgun	14,000₵	3d6 piercing	12 lb.	Shells	Ammunition (range 60/180), automatic, heavy, reload (12 shots, action), scatter, two-handed
Combat Shotgun	3,000₵	5d4 piercing	7 lb.	Shells	Ammunition (range 60/180), reload (8 shots), scatter, two-handed
Flamethrower	9,000₵	2d6 fire	25 lb.	Fuel	Ammunition (60/180), heavy, reload (12 shots, action), two-handed, special
Gatling Gun	25,000₵	2d10 piercing	85 lb.	Bullets	Ammunition (range 100/400), automatic, heavy, massive, reload (40 shots, action), two-handed
Grenade Launcher	20,000₵	1d8 piercing + 1d8 thunder	15 lb.	Grenades	Ammunition (80/320), blast, heavy, reload (6 shots, action), two-handed
Light Machine Gun	10,000₵	2d8 piercing	25 lb.	Bullets	Ammunition (range 100/400), automatic, heavy, reload (30 shots, action), two-handed
Magnum	3,500₵	2d8 piercing	5 lb.	Bullets	Ammunition (range 70/280), reload (8 shots)
Micro SMG	2,800₵	2d6 piercing	4 lb	Bullets	Ammunition (range 50/200), automatic, light, reload (15 shots)
Rocket Launcher	15,000₵	2d6 piercing + 2d6 thunder	20 lb.	Rockets	Ammunition (range 120/480), blast, heavy, reload (1 shot, action), massive, two-handed
Sniper Rifle	8,000₵	4d4 piercing	8 lb.	Bullets	Ammunition (range 200/800), heavy, reload (8 shots), scoped, two-handed
Spear Gun	3,500₵	2d10 piercing	8 lb.	Harpoons	Ammunition (range 60/240), reload (1 shot), marine, two-handed
Thumper	12,000₵	1d10 piercing + 1d10 thunder	6 lb.	Grenades	Ammunition (80/320), blast, reload (1 shot), two-handed

FIREARM ACCESSORIES

No firearm would be complete without proper accessorization. What better way to make an assault rifle your own than to add a razor sharp bayonet, an under-barrel flamethrower, a guncam to record your kills, and gold plating to top it off. Now you're killing with class!

You can use a firearm with a number of accessories installed up to your proficiency bonus. If you attack with a firearm that has a number of accessories that exceeds your proficiency bonus, the attack is made with disadvantage.

Firearm accessories can be purchased and installed from most gun stores and weapon merchants. You may be able to construct and install your own accessories with tinker's tools. Firearm addons must be purchased for a specific type of firearm. For example, you cannot purchase a pistol silencer and then attach it to an assault rifle.

MULTIPLE MODIFICATIONS

You cannot apply a modification or accessory to a firearm, weapon, armor, or vehicle if it already has it installed.

AUTO-LOADER

This advanced reload system is partially attached to your body, clothing, or armor, and will automatically reload the weapon if it is stowed in your inventory (not being held in your hands) at the start of your turn.

BAYONET

The weapon also functions as a dagger for melee attack purposes, including opportunity attacks. You must use two hands when you make an attack with this weapon.

DEEP MAGAZINE.

The number of attacks that can be made with this weapon before it must be reloaded is increased by 50% (rounded down).

EASY BREAKDOWN

This weapon can be broken into several parts or reconstructed from its parts over the course of a minute. While dismantled, this weapon can't be used to make an attack, but it can be stored in half the usual space and ability checks made to conceal the weapon are made with advantage.

ELECTRO SHOCKER

This weapon will electrocute unregistered users. The creature holding the weapon will take 1d8 lightning damage for every attack they make with the weapon.

FLASHLIGHT

When activated, this flashlight casts bright light in a 60-foot cone and dim light for an additional 60 feet.

GOLD PLATED

Coats the exterior of the weapon with a thin layer of gold. Wielding this causes you to look swag as fuck.

GUNCAM

When activated, this camera records whatever the weapon is pointed at.

LIGHTWEIGHT DESIGN

This weapon weighs half its normal weight. Replaces the weapon's metal and wooden parts with plasteel, a tempered plastic. The weapon no longer sets off metal detectors and it is no longer affected by metal targeting effects.

If this weapon has the heavy property, you can choose to ignore it when you make an attack with this weapon.

SCOPE

This accessory grants a firearm the scoped property.

SELF-DESTRUCT

This weapon will explode if anyone other than the registered user attempts to operate it. The creature holding the weapon must make a DC 15 Dexterity saving throw or take 2d8 piercing and 2d8 thunder damage.

SILENCER

As an action you can attach the silencer to any firearm that does not have the scatter, blast, or massive properties. You can also remove the silencer as an action. This significantly muffles the sound of gunshots, so that the shot can only be heard from half the weapon's normal range. While the silencer is attached, a ranged weapon attack with the weapon automatically misses a target beyond the weapon's normal range.

SLING

When you drop a firearm, you can instead choose to have it hang by its sling to your body. Only one firearm can hang from a sling at once.

SMARTGUN

Allows you to link this weapon to the Smartgun System augment. When you attack with a weapon with this accessory, you can use your Strength or Intelligence modifier, instead of Dexterity, for the attack rolls. See the 'Augment List' section for more information.

SUPERCAVITATION

Your weapon creates a bubble of gas just large enough to encompass a projectile when it fires underwater, greatly reducing the skin friction drag and enabling high speeds. This grants a firearm the marine property.

UNDER-BARREL FLAMETHROWER

This weapon also functions as a flamethrower, which has the reload (2) property. This accessory is not compatible with other under-barrel accessories.

UNDER-BARREL SHOTGUN

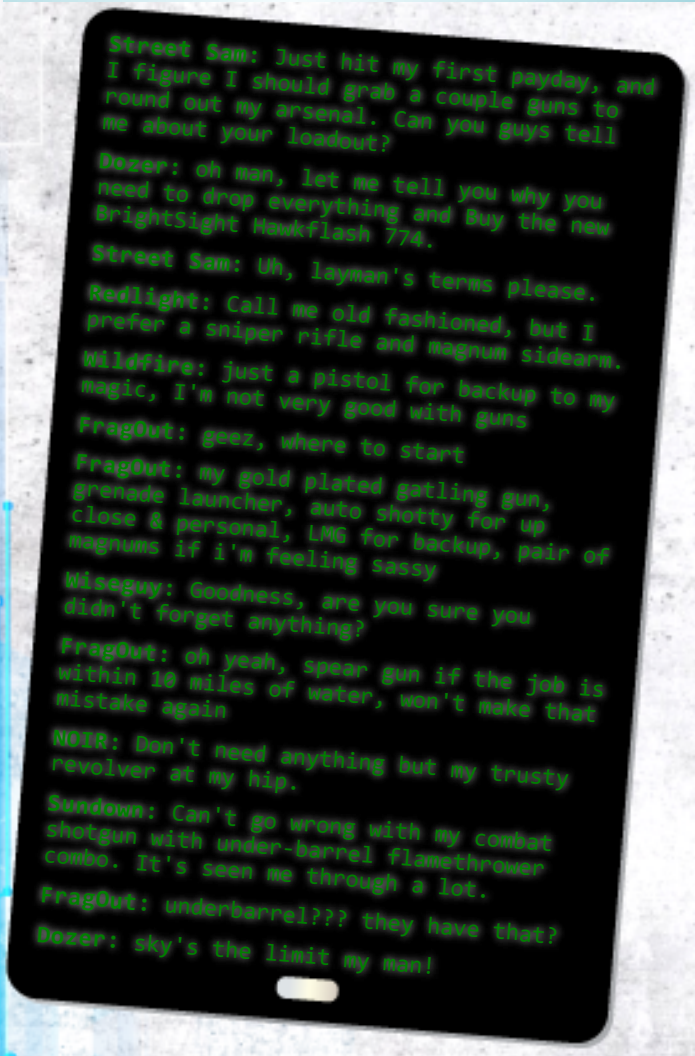
This weapon also functions as a combat shotgun, which has the reload (2) property. This accessory is not compatible with other under-barrel accessories.

UNDER-BARREL THUMPER

This weapon also functions as a thumper, which has a range of 40/160. This accessory is not compatible with other under-barrel accessories.

FIREARM ACCESSORIES

NAME	COST	PREREQUISITE
Auto-Loader	1/3 price of the firearm	The weapon must not use rockets
Bayonet	400₵	The weapon must have the two-handed property
Deep Magazine	1/5 price of the firearm	The weapon must have the reload property
Easy Breakdown	1/3 price of the firearm	The weapon cannot have the massive property
Electro Shocker	800₵	
Flashlight	200₵	
Gold Plated	8x price of the firearm	Can't be combined with Lightweight Design
Guncam	1,000₵	
Lightweight Design	1/3 price of the firearm	Can't be combined with Gold Plated
Scope	1/5 price of the firearm	
Self-Destruct	600₵	
Silencer	1/4 price of the firearm	
Sling	150₵	
Smartgun	1/6 price of the firearm	
Supercavitation	1/4 price of the firearm	
Under-Barrel Flamethrower	18,000₵	The weapon must be a martial weapon with the two-handed property
Under-Barrel Shotgun	6,000₵	The weapon must be a martial weapon with the two-handed property
Under-Barrel Thumper	24,000₵	The weapon must be a martial weapon with the two-handed property



AMMUNITION

For the sake of simplicity, ammunition is interchangeable between weapons that use the same type of ammunition. For example, bullets used by a submachine gun can also be used by a sniper rifle. However, a shotgun cannot use bullets, it must use shells.

The Ammunition table includes the price and weight of each type of ammunition. The price is for one ammunition, though they may be sold in boxes of 20 or more.

AMMUNITION

AMMO TYPE	PRICE	WEIGHT
Assault Rounds	30₵	.5 lb
Bullets	3₵	0.01 lb
Darts	10₵	0.05 lb
Fuel	20₵	.25 lb
Grenades	50₵	.5 lb
Harpoons	25₵	.5 lb
Rockets	100₵	3 lb
Shells	10₵	0.05 lb

MAGICALLY CREATED AMMUNITION

While some spells, items, and abilities may be able to magically produce bullets, shells, fuel, and other simple types of ammunition, grenades and rockets are too complex to be created by magic alone unless stated otherwise.

SPECIAL AMMUNITION

Special ammunition has additional effects. Each type of special ammunition has an adjusted price. If a price is listed at 10x the price, that means that a bullet costs ten times the normal price of a bullet. There are limits on what ammunition can be modified, as shown in the Special Ammunition table. Flamethrower fuel can only have the incendiary special ammo type.

Multiple modifications can be made to the same ammunition. For example, a bullet can be both silvered and incendiary. To get the final price, first add together the multiplication modifiers, multiply the base ammunition price by the result, then add the static price modifiers. For example, an arcane gel bullet is 3 x 12 = 36₵. A silvered incendiary shell is 10 x 3 = 30, 30 + 2,000 = 2,030₵.

Prior to firing special ammunition, you must load it into the weapon. You can also load a weapon with multiple types of ammunition in sequence.

SPECIAL AMMUNITION DESCRIPTION

Special ammunition is described here.

Arcane. This ammunition counts as magical for the purpose of overcoming resistance and immunity to damage.

Cryo. A target hit by an attack using this ammunition takes an extra 1d4 cold damage.

Gel. The damage type for attacks using this ammunition is changed to bludgeoning. If a creature is reduced to 0 hit points by an attack using this ammunition, the creature falls unconscious and is stable.

Incendiary. A target hit by an attack using this ammunition takes an extra 1d4 fire damage.

Injection. This ammunition can be filled with a liquid, such as a poison, a drug, or other substances. A creature hit by an attack using this ammunition is affected by the substance.

Magebreaker. Attacks made with this ammunition ignore the effects of abjuration spells such as shield, blade ward, mage armor, and stoneskin.

Shock. A target hit by an attack using this ammunition takes an extra 1d4 lightning damage.

Silvered. This ammunition counts as silvered for the purpose of overcoming resistance and immunity to damage.

Tranquilizer. A Large or smaller creature shot with tranquilizer ammo must succeed on a DC 12 Constitution saving throw or they cannot take reactions and their speed is reduced by 10 feet for 1 minute. If they fail the saving throw by 5 or more, the creature falls unconscious for 10 minutes, or until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Once a creature has been affected by a tranquilizer, it is immune to tranquilizers for 24 hours. The tranquilizer has no effect on a creature immune to being poisoned.

SPECIAL AMMUNITION

AMMO TYPE	PRICE	LIMITS
Arcane	10x price of the ammunition	
Cryo	Add 2,500₵	Cannot be used with incendiary or shock ammunition
Gel	2x price of the ammunition	Bullets or shells only
Incendiary	Add 2,500₵	Can be applied to fuel, cannot be used with cryo or shock ammunition
Injection	10x price of the ammunition	Darts or harpoons only
Magebreaker	Add 5,000₵	Cannot be used with arcane ammunition.
Shock	Add 2,500₵	Cannot be used with cryo or incendiary ammunition
Silvered	3x price of the ammunition	
Tranquilizer	Add 2,500₵	Darts or harpoons only

MELEE WEAPONS

Advanced technology has enabled some exciting new weapons meant for close-quarters combat.

SPECIAL MELEE WEAPONS

Weapons with special rules are described here.

Chainsaw. This weapon requires an action or bonus action to pull start before attacks can be made with it. While running, it constantly makes a loud noise. It has the automatic property from firearm properties, but the weapon's range is unchanged when using the property. It also has the reload (30, action) property from firearm properties, the weapon must be loaded with fuel (see "Ammunition") to function, and each attack made with the weapon consumes 1 fuel.

Garrote. When you hit a surprised creature that must be no more than one size larger than you, you can instantly grapple it without a free hand. You can only have one creature grappled with this weapon at a time. This grapple ends if you stop holding the weapons with both hands. A creature grappled in this manner cannot speak, breathe, or use vocal components for spells, unless it does not need to breathe.

Stun Gun and Shock Baton. When an attack with this weapon reduces a creature to 0 hit points, they are automatically stabilized. Additionally, when a creature is hit with this weapon, instead of dealing damage, the wielder can choose to cause the target not to be able to take reactions until the start of its next turn.

MELEE WEAPON MODIFICATIONS

Modifications allow you to customize your melee weapons to meet your current tactical and environmental operating conditions. For example, you can streamline your weapon for underwater combat, or modify it to collapse for easier concealment, or even attach detonation charges.

You can use a melee weapon with up to 3 modifications. If you attack with a melee weapon that has more than 3 modifications, you must make a DC 8 Dexterity (Sleight of Hand) check. If the check succeeds, you can use the weapon normally until the start of your next turn. If the check fails, attack rolls made with disadvantage until the start of your next turn.

MODIFYING MAGIC WEAPONS

Typically, magic weapons cannot be modified without affecting or destroying the enchantment. It may be possible to enchant modified weapons, at the DM's discretion, but the process will likely be more difficult and expensive.

ARCANE

This weapon counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BALANCED

The weapon gains the thrown (20/60) property. If it already has the thrown property, its normal range is increased by 10 feet, and its longe range is increased by 30 feet.

COLLAPSIBLE

When drawn, this weapon unfolds or telescopes out from a compact device one third the normal size of the weapon.

DETONATION CHARGES

This modification has 3 charges. When you hit with an attack with this weapon you can expend one charge to pull the trigger on the detonation cord integrated with the weapon, causing the target to take an extra 1d6 thunder damage. You can reset the charges over the course of a long rest with 2,500₵ worth of explosives per charge.

GOLD PLATED

Coats the exterior of the weapon with a thin layer of gold. Wielding this causes you to look swag as fuck.

LIGHTWEIGHT DESIGN

Replaces the weapon's metal and wooden parts with plasteel, a tempered plastic. The weapon no longer sets off metal detectors and it is no longer affected by metal targeting effects. This weapon weighs half its normal weight, and the heavy property is removed if it is present.

PAYLOAD

The weapon is modified to contain an explosive. Over the course of a short or longrest, you can insert any explosive that can be used as an action into the weapon, consuming the explosive in the process.

As an action, you can arm the explosive and make a weapon attack with the weapon. If the attack hits, in addition

MELEE WEAPONS

WEAPON	COST	DAMAGE	WEIGHT	PROPERTIES
Simple Weapons				
Garrote	100₵	1d6 slashing	.5 lb.	Finesse, two-handed, special
Stun Gun	300₵	1d6 lightning	1 lb.	Special
Martial Weapons				
Chainsaw	2,500₵	2d6 slashing	15 lb.	Automatic, heavy, reload (30, action), special, two-handed
Shock Baton	800₵	1d8 lightning	2 lb.	Special

to the normal effects of the attack, the explosive activates its effect as if it were thrown to a point of the attacker's choice in the target's space. If the attack misses, the explosive still activates as if it hit, but the target automatically succeeds on any saving throw caused by the explosive. In the case of either a hit or miss, the weapon is destroyed.

SIEGETECH

This weapon emits hypersonic sound waves that can shatter objects it strikes. Attacks made with this weapon against objects and vehicles have advantage.

SILVERED

This weapon gains the silvered property.

STREAMLINED

Due to its sleek and hydrodynamic design, this weapon no longer causes the wielder to have disadvantage in underwater combat.

SHOCK BATTERY

When a creature is hit with this weapon, instead of dealing damage, the wielder can choose to cause the target not to be able to take reactions until the start of its next turn.

SUBSTANCE APPLICATOR

Pores in this weapon allow substances to leak from its sharp edges. Over the course of a short or long rest, you can store a liquid substance in this weapon. As a bonus action, you can apply the substance to this weapon for 1 minute. The next attack that hits a creature will subject the creature to the substance.

WEAPON ACCESSORIES

NAME	COST	PREREQUISITE
Arcane	50,000₵	-
Balanced	2,000₵	The weapon must not be heavy
Collapsible	1,500₵	-
Detonation Charges	25,000₵	The weapon must have the two-handed or versatile property
Gold Plated	100,000₵	Can't be combined with Lightweight Design
Lightweight Design	2,000₵	Can't be combined with Gold Plated
Payload	5,000₵	The weapon must have the thrown property
Siegetech	12,000₵	The weapon must do bludgeoning damage
Shock Battery	4,000₵	The weapon must be metallic
Silvered	10,000₵	-
Streamlined	2,500₵	-
Substance Applicator	20,000₵	The weapon must do piercing or slashing damage

ARMOR

"Never judge a book by its cover," said by an idiot who's never been sized up in a thumping nightclub by a group of drugged-up, bored gangsters. The truth is, first impressions mean a lot, and you can tell a lot about a person by their duds.

There are two important factors when considering your apparel. First, and most important, is how badass you look in it, and second is its resistance to sudden storms of flying lead. Keep these factors in mind if you want to make a stylish splash without becoming a splash yourself. After all, you never know who's looking at you, or whether they're looking through a rifle scope.

LIGHT ARMOR

Sometimes, it takes a more subtle touch, and light armors are low-impact enough to make it unclear to the unwary eye whether you're actually wearing armor at all.

Steelcloth. This discrete armor is made of a strong, durable fabric. While it may not be able to stop a bullet or knife directly, it does protect the wearer from grazes and indirect hits. It appears like a normal set of clothes, such as a business suit or dress.

Combat Suit. This form-fitting armor covers the body in thin, flexible material that holds up decently against small arms fire, but provides little protection against blunt force trauma. It fits snugly enough that other clothes can be worn over it, making it difficult to detect.

MEDIUM ARMOR

Practical, yet protective. Medium armor retains some of the mobility of light armor, but with fewer chances for fatal mishaps. This armor tends to consist of ballistic fabric and strategically located metal plates to provide solid overall defense.

Street Armor. A motley mix of scavenged junk parts riveted together into a crude form of armor. Each set of street armor is unique. The usual suspects include bent hubcaps, stitched tire rubber, molded sheet plastic, and fashionable spikes and bolts.

Combat Vest. Heavy ballistic fabric is meshed together into many layers that form a soft, but durable vest that protects the torso and precious organs.

Armored Jacket. This long jacket is composed entirely of dense layers of ballistic material. Strategic areas around the body are additionally protected by strong metallic plate inserts.

Plated Vest. A combat vest with much of its fabric layers replaced with stab-proof ballistic metal plates that form a solid barrier.

Armored Trench Coat. Similar to the armored jacket, but this trench coat falls well below the knees and has a long collar to protect the neck.

HEAVY ARMOR

There's a time for subtlety, a time for compromises, and then there are times you want to go into a firefight with a healthy margin of metal between you and certain death. Heavy armor protects the wearer from head to toe in varying levels of thick ballistic metal and ceramic plating. A fully armored, unstoppable dreadnought hauling heavy weaponry is a terror on the battlefield.

Security Armor. Thick pads of ballistic fabric cover the body from neck to foot while metal plate inserts protect the torso, neck, and shoulders. This armor is easily mass-produced, making it the body armor of choice for outfitting security guards and cops.

Shock Armor. Designed for riot police when they need to put down violent, armed uprisings, this armor has exposed metal plates that, in addition to covering the torso, also protect the arms and legs of the wearer. Often paired with a helmet with a tempered glass or slotted metal face plate.

Heavy Tactical Suit. This sleek military-style heavy armor has thick ballistic plates over critical areas and joints, and thinner, ceramic plates woven together with ballistic fabric to cover the limbs. A thick helmet covers the head with plasteel goggles inset to allow for vision.

Battle Armor. Bearers of this full suit of heavy-duty ballistic shielding look like a walking tank. The thick helmet, metal coated boots, and overlapping alloy plates ensure the wearer is protected from attacks from any angle. The suit's joints use heavy rubber gaskets, and its interior is padded to avoid chafing.

ARMOR

ARMOR	COST	ARMOR CLASS	STRENGTH	STEALTH	WEIGHT
Light Armor					
Steelcloth	1,000₵	11 + Dex modifier	-	-	5 lb.
Combat Suit	4,500₵	12 + Dex modifier	-	-	8 lb.
Medium Armor					
Street Armor	1,000₵	12 + Dex modifier (max 2)	-	-	20 lb.
Combat Vest	5,000₵	13 + Dex modifier (max 2)	-	-	8 lb.
Armored Jacket	5,000₵	14 + Dex modifier (max 2)	-	Disadvantage	25 lb.
Plated Vest	40,000₵	14 + Dex modifier (max 2)	-	-	15 lb.
Armored Trench Coat	75,000₵	15 + Dex modifier (max 2)	-	Disadvantage	30 lb.
Heavy Armor					
Security Armor	3,000₵	14	-	Disadvantage	40 lb.
Shock Armor	7,500₵	16	Str 13	Disadvantage	45 lb.
Heavy Tactical Suit	20,000₵	17	Str 15	Disadvantage	60 lb.
Battle Armor	150,000₵	18	Str 15	Disadvantage	65 lb.
Shield					
Ballistic Shield	1,000₵	+2	-	-	6 lb.

BALLISTIC SHIELD

This hand-held shield is made from clear plasteel or metallic plating. Typically used in riot policing and SWAT raids, the shield remains relevant in the modern battlefield. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.

ARMOR MODIFICATIONS

Armor modifications are available for those who take their personal protection very seriously. For example, you could replace your armor's metal parts with lighter plasteel, attach a shield generator, or plate your armor in gold.

You can use armor with up to 3 modifications. While you are wearing armor with more than 3 modifications, you have disadvantage on Dexterity checks and saving throws.

You cannot transfer armor modifications to a different type of armor, such as from a combat suit to a plated vest. These modifications can apply to clothing, but you can only benefit from the modifications to clothing or armor, not both. These modifications do not apply to shields unless specified otherwise.

MODIFYING MAGIC ARMOR

Typically, magic armor cannot be modified without affecting or destroying the enchantment. It may be possible to enchant modified armor, at the DM's discretion, but the process will likely be more difficult and expensive.

CAMOUFLAGE GENERATOR

As an action, you can turn invisible for up to 1 minute. This invisibility fades if you make an attack or cast a spell. You cannot use this modification again until you finish a long rest. This modification cannot be used on an armor with the shield generator.

ENVIRONMENTAL SHIELDING

When you purchase this modification, you can choose one of the following damage types: acid, cold, fire, or lightning. You gain resistance to this damage type while wearing this armor. You have advantage on saving throws to avoid being irradiated.

GLOW

Neon lights or LEDs of any color are integrated into the armor. As an action, you can shed dim light in a 5-foot radius until you use an action to extinguish it.

As a bonus action, you can shed bright light in a 20-foot radius and dim light for an additional 20 feet for 1 hour, or until you use your bonus action to extinguish the light. Once this modification has been used in this manner, it can't be used again until you finish a long rest.

GOLD PLATED

Coats the exterior of the armor with a thin layer of gold. Any fabric is replaced with goldweave. Wearing this causes you to look swag as fuck.

HOLO-GLAM FABRIC

Specially installed hologram fibers allow you to spice up your attire in an instant. As an action, you can change the appearance of your clothes or armor to another set of clothing or armor. You decide what it looks like, including color, styles, and accessories. Physical interaction with the hologram reveals it to be false, because things can pass through it.

KINETIC DAMPERS

If an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

LIGHTER MATERIALS

Replaces the armor's heavier parts with plasteel, a tempered plastic. The armor no longer sets off metal detectors and it is no longer affected by metal targeting effects. The weight of this armor is reduced by half. The Strength requirement for this armor is reduced by 2.

QUICK-DEPLOY

When this modification is applied to a suit of armor, the bulk of the armor is broken down into more subtle pieces, such as thick bracelets, a heavy belt, and other chunks secreted under your clothes, which can swiftly be reformed into the full suit of armor. The time it takes to don or doff this armor is 1 action.

When this modification is applied to a shield, it is broken down and compressed into a bracelet that can be worn on the wrist. You can activate this wrist bracelet on your turn and cause it to rapidly expand into a shield (no action required). As an action you can fold it back into its bracelet form.

For either version of this modification, the weight of the armor does not change.

SHOCK GUARD

At the start of each of your turns, deal 1d4 lightning damage to any creature grappling you and to any creature you are grappling.

SHIELD GENERATOR

When you are hit by an attack, you can use your reaction to gain a +4 bonus to AC against the attack, potentially causing the attack to miss you. Once you use this modification, you can't use it again until you finish a long rest. This modification cannot be used on an armor with the camouflage generator.

WHISPERSILK PADDING

The wearer no longer has disadvantage on Dexterity (Stealth) rolls due to wearing this armor.

ARMOR MODIFICATIONS

NAME	COST	PREREQUISITE
Camouflage Generator	500,000₵	-
Environmental Shielding	100,000₵	-
Glow	4,000₵	-
Gold Plated	8x price of the armor, minimum of 10,000₵	Can apply to shields
Holo-Glam Fabric	40,000₵	This armor must not be medium or heavy
Kinetic Dampers	150,000₵	-
Lighter Materials	4x price of the armor	This armor must be medium or heavy
Quick Deploy	3x price of the armor	Can apply to shields
Shock Guard	50,000₵	-
Shield Generator	400,000₵	-
Whispersilk Padding	4x price of the armor	-

ADVANCED EQUIPMENT

Not all firearms are created equally. The average pistol a street thug is carrying may be dented, its sights off-center, its barrel corroded with traces of rust. The average weapon in a gun store will have its parts cheaply made through mass production. The same can be said for cheap body armor, or a 'thousand-folded steel' knock-off katana.

Shoddy equipment may suit the street thug or the average security guard. On the other hand, a modernized military outfit or a corporate killsquad wouldn't be caught dead carrying that garbage. Instead, the deep pockets of their taxpayers or corporate sponsors fund a better breed of tool for the job.

Acquiring them is often difficult. Organized criminal factions might be able to get their hands on a shipment of these weapons destined elsewhere, or they might be stolen from the bodies of the recently employed. However, such weapons are almost always tagged with microscopic RFID chips that will identify them to any scanner as stolen, and removing them may be more trouble than the weapon is worth.

MIL-SPEC

The firearms carried by elite security guards or military forces are well-oiled machines, reliably operating under the harsh conditions of war or 'aggressive negotiation'. Often, these weapons will be composed of sophisticated superalloys, their frames machine built and lab-tested for imperfections, and their designs sleek and balanced for superior handling, aim, and protection.

MIL-SPEC ARMOR

You have a +1 bonus to AC while wearing this armor.

MIL-SPEC SHIELD

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

MIL-SPEC WEAPON

You have a +1 bonus to attack and damage rolls with this weapon.

BLEEDING EDGE

At the utmost heights of technology and weapons engineering, high-tech equipment is developed to be carried by special operations forces and executive-level assassins, or to protect the most powerful and influential. They may enhance their functionality with the use of advanced magnetic fields, thermodynamic manipulation, or even elements of magic in their design. In the cyberpunk world, these weapons and armor exist on the bleeding edge of murder and mayhem, and their acquisition is reserved for the wealthy elite.

BLEEDING EDGE ARMOR

You have a +2 bonus to AC while wearing this armor.

BLEEDING EDGE SHIELD

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

BLEEDING EDGE WEAPON

You have a +2 bonus to attack and damage rolls with this weapon.

ENCHANTING ADVANCED EQUIPMENT

While the advanced armor and weapons are nonmagical, due to their advanced technological design, they cannot be affected by any ability or spell that requires a nonmagical armor or weapon, such as the magic weapon spell or the artificer's infusions.

DM NOTE

For firearm accessories that allow a weapon to function as another weapon, such as the bayonet or under-barrel shotgun, these alternative methods of using the weapon also gain the benefit of high quality equipment.

For purchasing or creating accessories or modifications that cost a fraction of the weapon or armor's price for high quality equipment, it is up to the DM whether to use the equipment's base price, or the price of the high quality equipment.

HIGH QUALITY EQUIPMENT

ITEM	BONUS	RECOMMENDED COST
Mil-Spec Armor	+1	50,000 - 500,000₵
Mil-Spec Shield	+1	10,000 - 100,000₵
Mil-Spec Weapon	+1	10,000 - 100,000₵
Bleeding Edge Armor	+2	500,000 - 5,000,000₵
Bleeding Edge Shield	+2	100,000 - 1,000,000₵
Bleeding Edge Weapon	+2	100,000 - 1,000,000₵

CHAPTER 3

CYBERNETICS

Through surgical and technological alterations, your body can be enhanced with cybernetic implants. Some view these operations as miraculous, as progress beyond anatomical and evolutionary limitations. Others view them with more skepticism, a technical invasion of the final privacy into flesh and brain. And some even regard it with open disgust, or hostility toward those who would alter their bodies, seeing it as an affront to their values and ideals.

In this chapter you will find rules for using cybernetics, including cyberware and augments, a list of cyberware and augments, and each of their respective prices.

CYBERNETIC TYPES

Cybernetics may range from the popular and common datajack, to minor augmentations, such as a chip for learning a language or a weapon integrated with your body, to major cyberware, such as lacing your skeleton with steel or adding pistons to your legs. Of course, there are far more extreme and esoteric alterations available if you can find a supplier and pay the price.

CYBERWARE AND ATTUNEMENT

Having your body altered, often having whole limbs or organs replaced, takes a toll on the body and its essence. Surgery is a dangerous process, and there is a risk that the body will reject new impants and alterations. A bond must be formed between the body and cyberware, and this bond takes the form of attunement.

Cyberware counts as a magic item for attunement purposes, and surgery fails if you attempt to install cyberware when you already have three cyberware or magic items attuned. Artificer features that apply to magic items also apply to cyberware as if they were magic items. You can end an attunement to a cyberware by having it surgically removed, simultaneously losing the effects of the cyberware. You can only attune to one of each specific cyberware, and you cannot attune to two different tiers of the same cyberware.

You can refer to the Cyberware List below for a cyberware's tier and cost. Please note that the cost is just the recommended price based on the cyberware's tier, which is based on the magic item rarity system of the Dungeon Master's Guide.

While comparisons are difficult, since magic items vary widely in mechanical power and scope within the same rarity, cyberware tiers are intended to roughly match magical item rarity. Tier 1 cyberware are equivalent to uncommon magic items, Tier 2 are equivalent to rare magic items, and so on.

AUGMENTS

You can only have up to three augments installed, and surgery fails when you attempt to add a fourth. You can only have one of each specific augment. You can find the Augment List later in this chapter.

DATAJACKS

An interface for connecting a person to machines. Datajacks are relatively common amongst the populace. At least, for those who can afford it. The port may be obviously visible, such as an open socket on the side of the head, or more discreet, such as a small jack hidden by artificial skin. It adds a plug-in jack for entering the virtual reality spaces of networks and the internet. It also allows the use of wireless capabilities and AR vision, which can be turned on or off at any time on your turn (no action required).

Datajacks do not require attunement, and they are not considered augments, though their installation is required for some types of cyberware and augments. Getting one installed costs 1,000₵, including the surgery fee.

ACQUIRING CYBERNETICS

Each cybernetic implant has a tier and a price for purchase. You must have a vendor able to procure the type and tier of cybernetics you want to buy, and a surgeon able to install it. Installing or removing a cybernetic implant requires the character to pay the fee for surgery. The price differs based on whether it is an augment or cyberware, and the cyberware's tier. See the Cyberware List and Augment List for the specifics about cybernetics and their costs, and the Surgery Fee table for the relevant surgery fee.

VARIANT: PLAYER SURGERY TOOLS

For those who want the freedom to accessorize their body at a moment's notice, but hate sitting around in your local cybersurgeon's rundown waiting room (or who are too afraid of waking up missing parts and organs), fear not! For the low, low price of 50,000₵, you can purchase the amazing Doc-It-Yourself™ cybernetic surgery tools and begin splicing and dicing your body from the comfort of your own home! (Extra shipping fees may apply)

This purchase includes a Doc-It-Yourself™ set of nearly medical-grade surgical arms, health monitoring and scanning equipment, an operating bed, and numerous restraining straps and braces to ensure the patient's struggling doesn't spoil the surgery. By providing the surgery tools with med serum, anesthetics, and other supplies, you can cut the costs from the Surgery Fee table in half.

It is heavily recommended that the table is operated by users proficient with Medicine, but you can always take your chances!* Talk to your DM, and see if the Doc-It-Yourself™ cybernetic surgery tools are available for purchase today!**

*The Doc-It-Yourself™ corporation is not responsible for injuries or side effects that occur during the operation of its products. Side effects include but are not limited to: bloating, upset stomach, blindness, deafness, amputation, coma, pregnancy, burns, irradiation, vertebral explosions, hallucinations, schizophrenia, erectile disfunction, cybernetic awakening, itchiness, and death.

**Cybernetics not included.

UPGRADING CYBERWARE

Some cyberware have multiple tiers, indicating more advanced technology for higher tiers. You can upgrade from a lower tier cyberware implant to a higher tier version for the cost of the surgery fee at the new tier and the cost of the new cyberware minus the cost of the lower tier version.

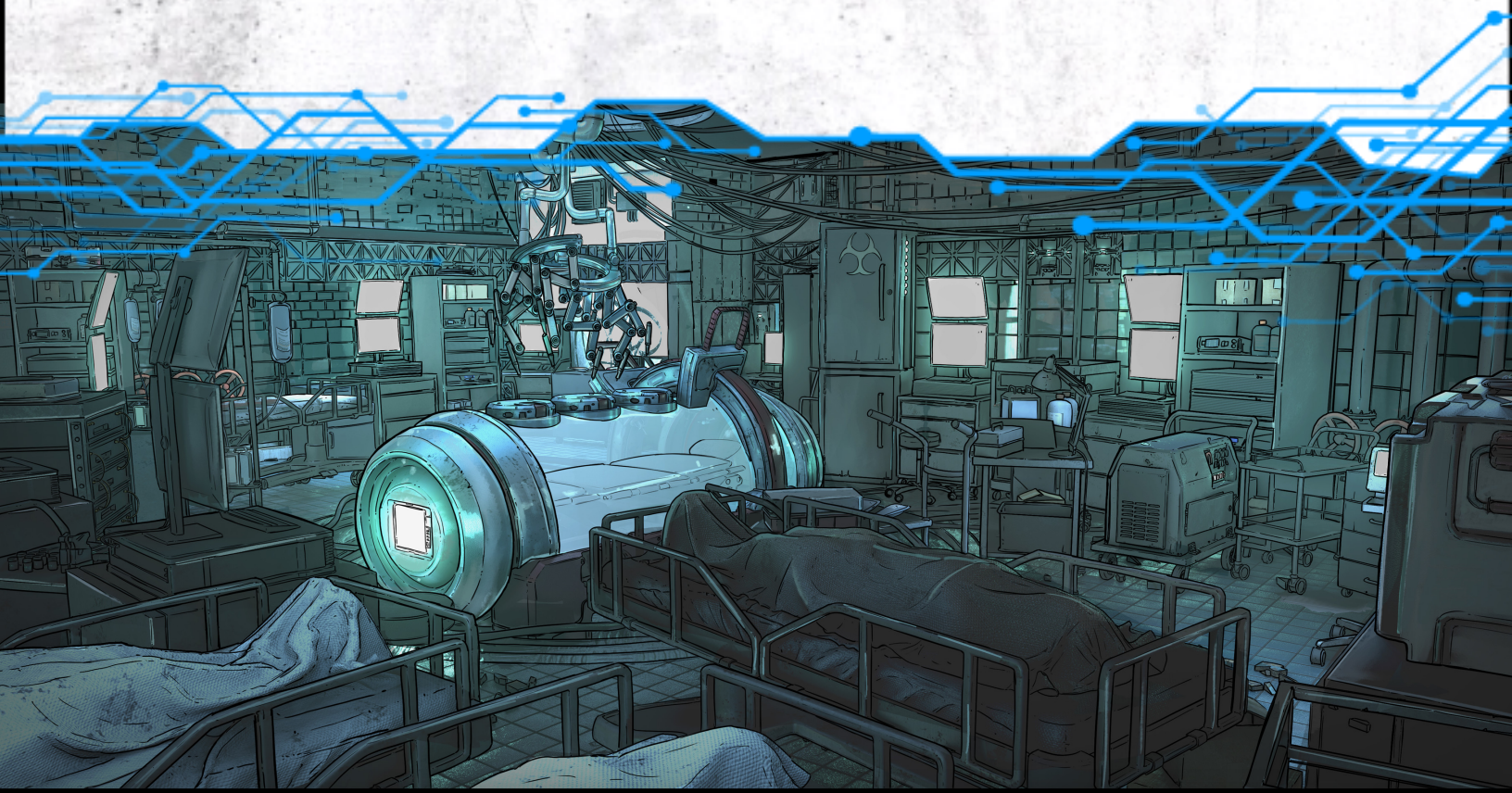
SURGERY FEE

SURGERY TYPE	FEE
Cyberware Tier 1	1,000₵
Cyberware Tier 2	5,000₵
Cyberware Tier 3	25,000₵
Cyberware Tier 4	125,000₵
Augments	250₵

CYBERWARE LIST

NAME	TIER	COST
Auto-Injector	1	30,000₵
Auto-Injector	3	3,000,000₵
Bone Lacing	2	350,000₵
Bone Lacing	4	35,000,000₵
Chameleon Skin	2	400,000₵
Chameleon Skin	3	4,000,000₵
Chameleon Skin	4	40,000,000₵
Chloroplast Skin	2	300,000₵
Cyberclaws	1	35,000₵
Cyberclaws	2	350,000₵
Cyberclaws	3	3,500,000₵
Cyberclaws	4	35,000,000₵
Dermal Barrier	2	400,000₵
Dopamine Booster	1	35,000₵
Dopamine Booster	3	3,500,000₵
Elastic Joints	2	300,000₵
Elemental Emitter	1	35,000₵
Elemental Emitter	2	350,000₵
Elemental Emitter	3	3,500,000₵
EMP Projector	2	300,000₵
Encephalon	1	35,000₵
Encephalon	3	3,500,000₵
Gamma Organ	4	40,000,000₵
Hologram Projector	2	250,000₵
Hydraulic Jacks	1	30,000₵

NAME	TIER	COST
Hydraulic Jacks	2	300,000₵
Hydraulic Jacks	3	3,000,000₵
Immune System Booster	1	30,000₵
Integrated Grapple Gun	1	25,000₵
Internal Battery	2	350,000₵
Internal Battery	3	3,500,000₵
Jet Boosters	2	350,000₵
Mimic Metabolics	2	250,000₵
Muscle Reinforcement	1	35,000₵
Muscle Reinforcement	3	3,500,000₵
Neural Burst	4	40,000,000₵
Overdrive Engine	2	450,000₵
Overdrive Engine	3	4,500,000₵
Plasma Projector	4	35,000,000₵
Proto Arms	3	3,500,000₵
Sensory Enhancement	1	25,000₵
Sensory Enhancement	2	250,000₵
Sensory Enhancement	3	2,500,000₵
Sensory Enhancement	4	25,000,000₵
Subdermal Plating	1	40,000₵
Subdermal Plating	2	400,000₵
Tailored Pheromones	2	300,000₵
Warp Cortex	3	3,500,000₵
Wired Reflexes	2	350,000₵
Wired Reflexes	4	35,000,000₵



AUTO-INJECTOR

Tier 1 or 3

Sensors are distributed through your body and hooked up to an injector, which can be filled with drugs, potions, or chemicals of the user's choice. At tier 3, you have more flexibility for choosing substances.

Tier 1. You can choose up to two substances to fill the injector with over the course of a long rest, and the substance is used in the process. When you do so, you set a triggering circumstance for each substance to be automatically consumed. For example, this cyberware may be set to administer a med serum when the user is reduced to 0 hit points.

You can choose to flush any substance filled into your injector at any time to make room for new substances. Once you have regained hit points from this cyberware, you cannot do so again until you have finished a long rest.

Tier 3. You can choose up to four substances to fill the injector with over the course of a long rest, and the substance is used in the process. When you do so, you set a triggering circumstance for each substance to be automatically consumed. For example, this cyberware may be set to administer a med serum when the user is reduced to 0 hit points.

You can choose to flush any substance filled into your injector at any time to make room for new substances. You can use this cyberware to consume substances that restore your hit points up to two times. You regain all expended uses when you finish a long rest.

BONE LACING

Tier 2 or 4

Your bones are carefully coated with a thin layer of protective steel. In addition to reinforcing your pathetic, shatterable organic bones, this cyberware also sets off metal detectors and will increase your bodyweight by 20%. At tier 4, the steel is replaced with non-metal ceramic composites and your musculoskeletal vulnerabilities, such as the gaps between your ribs, are lined with a protective mesh.

Tier 2. You gain a +2 bonus to Constitution ability checks and Constitution saving throws. Your hit point maximum increases by an amount equal to your level, and it increases by 1 when you gain a level. If an effect moves you against your will along the ground, you can reduce the distance you are moved by up to 10 feet.

As a reaction when you suffer a critical hit from an attack, you can turn that attack into a normal hit. You can't use this ability again until you finish a short or long rest.

Tier 4. You gain a +4 bonus to Constitution ability checks and Constitution saving throws. Your hit point maximum increases by an amount equal to twice your level, and it increases by 2 when you gain a level. If an effect moves you against your will along the ground, you can reduce the distance you are moved by up to 20 feet. Any critical hit against you becomes a normal hit.

Additionally, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead. You can't use this ability again until you finish a long rest.

CHAMELEON SKIN

Tier 2, 3, or 4

This cyberware allows your skin to expel clouds of nanoparticles that refract light away from you, making you seem invisible to the casual observer. At higher tiers, the nanoparticles can follow and mask you in fast-paced combat.

Tier 2. As an action, you can turn invisible. Anything you are wearing or carrying is invisible with you. The invisibility ends if you attack or cast a spell. While you are invisible, when you move, deduct your movement from the cyberware's maximum distance of 500 feet. After moving 500 feet, the cyberware ceases to function.

For every uninterrupted period of 2 hours the cyberware goes unused, it regains 100 feet of movement. While this cyberware is active and you are damaged, or you stand in an area with strong wind, the cyberware ceases to function until the end of your next turn.

Tier 3. As an action, you can turn invisible. Anything you are wearing or carrying is invisible with you. While you are invisible, when you move, deduct your movement from the cyberware's maximum distance of 1,000 feet. After moving 1,000 feet, the cyberware ceases to function.

For every uninterrupted period of 2 hours the cyberware goes unused, it regains 200 feet of movement. While this cyberware is active and you are damaged, or you start your turn in an area with strong wind, the cyberware ceases to function until the end of your next turn.

Tier 4. As an action or bonus action, you can turn invisible. Anything you are wearing or carrying is invisible with you. While you are invisible, when you move, deduct your movement from the cyberware's maximum distance of 1,000 feet. After moving 1,000 feet, the cyberware ceases to function.

For every uninterrupted period of 2 hours the cyberware goes unused, it regains 200 feet of movement.

CHLOROPLAST SKIN
Tier 2

This bioware alters the genetics of your skin to have chloroplasts, giving it limited photosynthetic ability. Your body's cells automatically regenerate themselves as a result, and you can replace all sustenance with a little time spent outside in the sun. May turn your skin a little green.

Instead of eating, you can spend 1 hour in sunlight to provide you with enough nourishment to sustain you for one day. You count as a plant for the purposes of spells, and you have resistance to radiant damage. You regain 5 hit points every 10 minutes, provided you have at least 1 hit point. You have advantage on Dexterity (Stealth) checks in forests, swamps, grasslands, and other green terrain.

Additionally, while you are in direct sunlight, you have advantage on Constitution saving throws and resistance to necrotic damage.

CYBERCLAWS
Tier 1, 2, 3, or 4

Razor blades are implanted into your hands that extend from under your fingernails, from along the edge of hand, or from between your knuckles. They allow for climbing and cutting with equal ease. At higher tiers, the claws are further enhanced with more powerful magic and your body has been adjusted to produce poison for the blades.

Tier 1. Unless you have these weapons drawn, they are concealed. You can draw or stow one or both sets of claws at any time on your turn (no action required). You have proficiency with your claws, and they have the finesse, light, and silvered properties, and can be used for two-weapon fighting if both hands are otherwise empty. They deal 1d8 slashing damage. When you roll a 20 for the d20 on your attack roll with these claws, you can make one additional melee weapon attack against the target.

While you have both claws drawn, you can use them for two-weapon fighting, and you gain a climbing speed of 20 feet. If you fall, and at any point during the fall you are within 5 feet of a solid wall, you can use your reaction to stop falling and catch onto wall's surface.

Tier 2. Previous tier applies. The claws are enhanced with magic reinforced steel, and count as magical weapons with +1 to attack and damage rolls.

Tier 3. Previous tiers apply, except the claws are magical weapons with +2 to attack and damage rolls. The weapon has 5 charges. When you hit a creature with the claws, you can expend one charge to deal 2d6 poison damage to the creature. The claws regain 1d4 + 1 expended charges at the end of a long rest.

Tier 4. Previous tiers apply, except the claws are magical weapons with +3 to attack and damage rolls, and you can expend one charge to deal 4d6 poison damage to the creature instead of 2d6.

DERMAL BARRIER
Tier 2

Plasteel panels are installed in your arms and shoulders that can extend and automatically shift to block attacks. Depending on the installation details, the panels can either shift to avoid disturbing your aim, be translucent, or have built in cameras and LEDs to display the area to you. The deployed barriers can also be directed to protect your nearby allies.

You can deploy or retract your barrier as a bonus action. While the barrier is deployed your speed is reduced by 10 and at the end of each of your turns, you decide which way a 150-foot cone faces and whether the cone is active. You have three-quarters cover against attacks and effects from creatures and vehicles in the cone. Creatures of your choice within 5 feet of you also benefit from this cover.

DOPAMINE BOOSTER
Tier 1 or 3

The user is constantly fed a slow drip of dopamine, which boosts the user's confidence in social and tense situations. The cyberware can also enhance the effect of other drugs and chemicals, allowing them to flush the brain with an overwhelming high that leaves room for nothing else. At tier 3, dopamine is just a single element in the cocktail of tailored hormones and chemicals that flood your brain, leaving room for little else.

Tier 1. You gain a +2 bonus to Charisma ability checks and Charisma saving throws. You have advantage on saving throws against drug addiction.

Additionally, when you consume a dose of drugs, you can end one effect on yourself that is causing you to be charmed, and gain temporary hit points equal to your level. These temporary hit points are added to those gained from the drug consumed, if any were gained. You can't use this ability again until you finish a short or long rest.

Tier 3. You gain a +4 bonus to Charisma ability checks Charisma and saving throws. You have advantage on saving throws against drug addiction. You are immune to the charmed condition.

Additionally, when you consume a dose of drugs, you can gain temporary hit points equal to your level. These temporary hit points are added to those gained from the drug consumed, if any were gained. If the drug would let you add a dice to ability checks or saving throws, add an additional 1d4 to the roll. You can't use this ability again until you finish a short or long rest.

ELASTIC JOINTS
Tier 2

Cartilage and connective tissue are old news. This cyberware replaces all of that with extremely flexible synthetic materials that can be crushed, cramped, and contorted without lasting injury to the user. May cause nausea to those who view it in action.

If you are grappled or restrained, you can spend half your movement to automatically escape. As a reaction, when you would be knocked prone by an effect, you can instead choose not to be. You can move through spaces that are half as wide as you normally can without squeezing, and you can move through spaces as narrow as your head.

Additionally, when you fail on a Dexterity saving throw, you can use your reaction to succeed instead. You can't use this ability again until you finish a short or long rest.

ELEMENTAL EMITTER

Tier 1, 2, or 3

A small arcane battery is installed into your body, with synthetic ley lines that trace their way down your arms to your hands. The battery is charged by soaking in ambient magic, and you can discharge the battery to cause elemental havoc. At higher tiers, this cyberware stores progressively more and more magic, and the emitters are capable of unleashing catastrophic forces.

When this cyberware is installed, choose one of the following damage types and corresponding saving throws when you have this cyberware installed.

Acid. The saving throw for this damage type is Dexterity. Targets that fail a saving throw caused by this cyberware grant advantage to the first attack made against them before the end of your next turn.

Cold. The saving throw for this damage type is Constitution. Targets that fail a saving throw caused by this cyberware have their movement speed halved until the end of your next turn.

Fire. The saving throw for this damage type is Dexterity. Targets that fail a saving throw caused by this cyberware begin burning for 1 minute, and take 1d6 fire damage at the start of each of its turns.

Lightning. The saving throw for this damage type is Dexterity. Targets that fail a saving throw caused by this cyberware can't take reactions until the start of its next turn.

Thunder. The saving throw for this damage type is Constitution. Vehicles and creatures made out of inorganic material have disadvantage on saving throws caused by this cyberware.

As an action, you can use a free hand to launch a burst in one the following patterns: in a cone, in a 5-foot wide line, or in a sphere at a point you can see within 120 feet of you. Each target in the area must succeed on a saving throw based on the damage type. On a successful save, they receive half damage.

The tier of this cyberware determines the amount of damage it deals, its saving throw DC, how many charges it has, and how many charges it regains at dawn. It also determines the maximum size of the burst you can create, with each larger burst size requiring additional charges expended. For example, with a Tier 2 elemental emitter, you can expend 1 charge to create a 30-foot line, or 2 charges to create a 60-foot line.

ELEMENTAL EMITTER PROPERTIES

FEATURE	TIER 1	TIER 2	TIER 3
Damage	4d6	6d6	8d6
Saving Throw DC	14	16	18
Max. Charges	4	6	8
Charges Regained at Dawn	1d4	1d4+2	1d6+2

ELEMENTAL EMITTER AREA SIZE

	1 CHARGE	2 CHARGES	3 CHARGES
Lowest Emitter Tier	Tier 1	Tier 2	Tier 3
Cone	15 feet	30 feet	60 feet
Line	30 feet	60 feet	120 feet
Radius Sphere	10 feet	20 feet	30 feet

EMP PROJECTOR

Tier 2

This cyberware has 10 charges. As an action, you can spend 1 or more charges to cause machines within 30 feet of you to cease to function, and to suppress wireless and radio connections within a 100-foot-radius of you. This effect lasts for a number of minutes equal to the amount of charges you spent.

Alternatively, as a bonus action, you can spend 2 charges to attempt to disrupt a construct or vehicle you can see within 100 feet of you. Constructs with the Electronics feature targeted by this cyberware must succeed on a DC 15 Constitution saving throw or they are stunned until the end of your next turn. On a successful save, this stunning effect ends. A vehicle targeted by this cyberware must succeed on a DC 15 Constitution saving throw or its movement speed is reduced to 0 and it can't take actions or reactions until the end of your next turn.

You regain 1d8+2 charges over the course of a long rest.

ENCEPHALON

Tier 1 or 3
Prerequisite: Datajack installed

Rewires certain connections between your frontal lobe and hippocampus, allowing for more efficient storage, transfer, and retrieval of both short-term and long-term memories. Also includes a bioware sample of grey matter installation comes with built in knowledge. At tier 3, a helpful artificial intelligence is installed into your brain.

Tier 1. You gain a +2 bonus to Intelligence ability checks and Intelligence saving throws. While you have this cyberware installed, you gain proficiency with one skill. When you roll initiative, you can make an Intelligence check instead of a Dexterity check.

You can use your Intelligence modifier and proficiency bonus for any ability check or saving throw instead of the usual ability modifier. You can't use this ability again until you finish a short or long rest.

Tier 3. You gain a +4 bonus to Intelligence ability checks and Intelligence saving throws. While you have this cyberware installed, you gain proficiency with one skill. When you roll initiative, you can make an Intelligence check instead of a Dexterity check.

You can use your Intelligence modifier and proficiency bonus for any ability check or saving throw instead of the usual ability modifier. You can't use this ability again until you finish a short or long rest.

Additionally, you can activate your AI's prediction algorithm as a bonus action. When you use this ability, and as a bonus action for 1 minute, you can choose to either gain advantage on your attack rolls and ability checks or to impose disadvantage on attack rolls against you until the start of your next turn. You can't use this ability again until you finish a long rest.

GAMMA ORGAN

Tier 4

You have a heavily mutated organ implanted into your torso. This organ is loaded with highly dangerous radioactive chemicals that can be released to the rest of your body, causing sudden and drastic changes.

As a bonus action, you can gain 1 level of irradiation and become mutated for 1 minute. You can't become mutated again until you finish a short or long rest. While mutated, you can't cast spells or concentrate on them, and you gain the following benefits:

- You increase your size by one category. If your armor and equipment does not fit your new size, it is cast off or destroyed (your choice).
- You gain temporary hit points equal to twice your level.
- Your Strength score increases to 25.
- Your movement speed is increased by 15 feet, and your jump distance is tripled.
- You ignore the effects of the irradiated condition.

While mutated, you can use a bonus action to gain a level of irradiated. Your unarmed strikes deal damage equal to 2d8 + your Strength modifier. When you take the Attack action on your turn, you can make a number of attacks equal to 1 + your irradiated level. While mutated, you ignore features, like Extra Attack, which give you more attacks.

While you have this cyberware installed, you reduce your current level of irradiated by 1 every 6 hours. You have advantage on saving throws against effects which would irradiate you.

HOLOGRAM PROJECTOR

Tier 2

This cyberware involves getting numerous hologram projectors and directional speakers installed into your body. When you activate them, you can project images around yourself or the nearby environment.

The projector creates holograms that mimic spells of the illusion school. While the effects are similar to magic, and may require your concentration, they are not magical, and are unaffected by spells such as counterspell or dispel magic. If you lose sight of a hologram you have created, the hologram ends.

For the purpose of these holograms, your spell save DC is 15.

This cyberware has 10 charges. You can use an action to expend some of its charges to mimic one of the following spells: blur (2 charges), disguise self (1 charge), major image (3 charges, sounds and images only), mirror image (2 charges), silent image (1 charge).

If you have an arm, leg, eye, or ear removed, you can use it to mimic the programmed illusion spell by setting it down within 120 feet of the target. So long as the limb isn't moved out of range or sight of the target, the hologram will act according to the spell, except that it has a duration of 48 hours.

The hologram projector regains 1d8 + 2 charges when you finish a long rest. If you expend the last charge, roll a d20. On a 1, your holograms malfunction, and your appearance changes to a form of the DM's choosing until you finish a long rest.

HYDRAULIC JACKS

Tier 1, 2, or 3

Your leg muscles and tendons are replaced with machines powered by hydraulics which can adjust to swift movements and sudden falls. At tier 2, your hydraulic legs are weaponized pistons that can transmit tremendous amounts of kinetic energy. At tier 3, automatically adjusting spikes and grips assure that you can move cross any surface at any angle.

Tier 1. Your movement speed increases by 15 feet and your jump distance is tripled. When you fall, you can use your reaction to take no damage from falling. Your long and high jumps are always made as if you had a running start, even if you didn't move before jumping.

Tier 2. Previous tier applies. Additionally, your legs become natural weapons with the finesse property, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning equal to 1d8 + your Strength or Dexterity modifier (your choice).

When you use your reaction to take no damage from falling, you can make a special attack with an unarmed strike against a target within reach. If the attack hits, it deals its normal damage plus 1d6 for every 10 feet you fell, to a maximum of 20d6. You can't use this ability again until you finish a short or long rest.

Tier 3. Previous tiers apply. Additionally, difficult terrain doesn't cost extra movement and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed.

IMMUNE SYSTEM BOOSTER

Tier 1

Reinforces your immune system with nanomachines designed to hunt and remove harmful bacteria, viruses, and toxins. Your liver's filtering capabilities are also vastly improved. When your immune system responds to invading poison, it energizes your whole body.

You're immune to disease, and the poisoned and irradiated conditions, and drugs no longer have any effect on you. You have advantage on saving throws against poison, and you have resistance against poison damage.

When you take poison damage, you can use your reaction to flush your system, negating the poison damage and gaining an equal amount of temporary hit points. You can't use this ability again until you finish a short or long rest.

INTEGRATED GRAPPLE GUN

Tier 1

You have a grappling hook launcher implanted into your arm. As an action or a bonus action you can launch a grappling hook and cable up to 200 feet. It can be used to reel or give slack, allowing the user to climb up or down the length of the cable at the user's walking movement speed. Requires a free hand to use. Can support up to 5,000 lb. of weight.

In addition, you can use a free hand to make a special ranged attack against a creature you can see within 30 feet of you. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. If the target is a creature your size or smaller, you can make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use) to pull it next to you and grapple it. If there is no open adjacent space, then the creature stops in the nearest available open space and is not grappled. Alternatively, if the target is larger than you, you can choose to be pulled to it. However, this does not grapple it.

Finally, as a reaction to falling, you can fire your grappling hook to stop falling, provided there is a target within 200 feet of you that you could reasonably hook, and the distance from you to the target is greater than the distance you would fall. Instead of falling, you swing to hang beneath the target.

INTERNAL BATTERY

Tier 2 or 3

You install a battery into your body that can be used to power your legs or shock your foes. At tier 3, it automatically detects erratic heartbeats and delivers a defibrillating shock.

Tier 2. This cyberware has 10 charges. You can spend 2 charges to Dash as a bonus action. When you hit a target with a melee attack, you can spend up to 3 charges and deal 1d6 lightning damage per charge. If you take a minimum of 4 lightning damage in a turn, you can regain a charge. Alternatively, if you use an action to touch a power source, such as a wall outlet or a battery, you can take 1d6 lightning damage to gain 1 charge. You regain 1d8+2 charges over the course of a long rest.

Tier 3. Previous tiers apply, except this cyberware has 20 charges, and it regains 2d8+4 charges over the course of a long rest.

Additionally, when you are reduced to 0 hit points but not killed outright, you can expend all charges and drop to 1 hit point instead so long as this cyberware has at least 1 charge. If this feature was triggered by a melee attack, you can use your reaction to deal 1d6 lightning damage per charge discharged, to a maximum of 10d6, to the attacker. You can't use this feature again until you finish a long rest.

JET BOOSTERS

Tier 2

You have small jets installed in your torso and limbs, which allow you to fly. Your battery for these jets is limited, but your body naturally recharges it using your body heat and blood circulation.

You have a flying speed equal to your walking speed. You can fly for up to 4 hours, all at once or in several shorter flights, each using a minimum of 1 minute of the duration. If you are flying when the duration expires, or if you are knocked prone, you fall. You regain 2 hours of flying capability for every 24 hours you aren't flying.

As a bonus action, you can use 1 hour of your flying capability to double your flying speed for 1 minute.

MIMIC METABOLICS

Tier 2

This bioware involves an experimental gene treatment which injects DNA code from a species of creatures which mimic the forms of objects for camouflage.

As an action, you can take on a mimic form, transforming into the shape of an object of your size or smaller, but you must be at least six inches in width or length and weigh no more than your current weight. While in mimic form, you can't speak or take any actions other than returning to your normal form as an action, but your senses are unchanged. Your gear melds into your new form. You can't use, wield, or otherwise benefit from any of your equipment. Your form does not function as the object you mimic, and if you are touched, you feel organic and fleshy.

While in this form, you have AC 10, 5 hit points, and a speed of 10. The transformation lasts until you take an action to revert to normal form, or until you drop to 0 hit points or die. When you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

For every 10 minutes you are in this form, you must roll a d20. On a 1, you are trapped in mimic form for 8 hours, or until your form is destroyed.

You have advantage on ability checks to grapple creatures. As a bonus action, you can automatically escape from restraints, such as the entangle spell or a creature that has you grappled.

Additionally, if a creature touches you in your mimic form, as a reaction you can transform into your normal form and attempt to grapple the creature.

MUSCLE REINFORCEMENT

Tier 1 or 3

Through the implantation of synthetic muscles and ligaments, your muscular system is enhanced beyond its biological limitations. At tier 3, your muscles are replaced with carbon fibers that, when activated by your nervous system, let you perform impossible feats of might.

Tier 1. You gain a +2 bonus to Strength ability checks and Strength saving throws. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. You can grapple creatures up to two sizes larger than you.

When you hit a creature with a melee attack you can deal an additional 2d6 bludgeoning damage and shove it. If you win the contest, you push it up to 10 feet away, and knock it prone. Once you've used this ability twice, you cannot use it again until you finish a short or long rest.

Tier 3. You gain a +4 bonus to Strength ability checks and Strength saving throws. You count as two sizes larger when determining your carrying capacity and the weight you can push, drag, or lift. You can grapple creatures up to two sizes larger than you.

When you hit a creature with a melee attack you can deal an additional 4d6 bludgeoning damage and shove it. If you win the contest, you push it up to 20 feet away, and knock it prone. Once you've used this ability twice, you cannot use it again until you finish a short or long rest.

Additionally, you can release the limiters on your muscles as a bonus action. For 1 minute, you have advantage on Strength checks and saving throws, your speed is doubled, you ignore the two-handed property on weapons, and all melee weapons gain the light property for you. You can't use this ability again until you finish a long rest.

NEURAL BURST

Tier 4

Your nervous system is replaced with a synthetic cable array based on fiber optics. You have the ability to increase your perception and movement to an astonishingly fast speed for a short period of time. While you feel like you are moving and acting normally, everything else seems to be moving through molasses. The burden this puts on the body is crippling.

You can gain the effects of this cyberware as a reaction at any time. Using this as a reaction to an attack against you or a saving throw you make allows you to negate the trigger's damage and effects. Additionally, when you use this reaction, you instantly gain a turn, potentially in the middle of another creature's turn, during which you have advantage on attacks, other creatures have disadvantage on saving throws against effects caused by you, and other creatures cannot use their reactions. You suffer one point of exhaustion at the end of this extra turn.

Once you use this cyberware, you must finish a short or long rest before you can do it again.

OVERDRIVE ENGINE

Tier 2 or 3

You install a miniature jet turbine inside your body allowing you to move with extreme speed. Initial prototypes had the unfortunate side effect of burning the user from the inside out. At tier 3, researchers have successfully solved the overheating issue.

Tier 2. On your turn, you can gain an additional action, suffering 3d8 fire damage at the end of your turn. This damage cannot be reduced, except by expending up to 3 Hit Dice, removing 1d8 from the roll for each Hit Dice spent. You cannot use this cyberware on the same turn you use Action Surge. Once you use this feature, you must finish a short or long rest before you can use it again.

Tier 3. On your turn you can gain an additional action. You cannot use this cyberware on the same turn you use Action Surge. Once you use this feature, you must finish a short or long rest before you can use it again.

PLASMA PROJECTOR

Tier 4

You install a tiny arcane portal in an arm that, when triggered, opens a gateway between the projector and the sun, causing pressurized plasma to pour forth in a brilliant shaped blast.

The emitter has 10 charges. As an action, you can use a free hand to expend 1 to 3 charges and create a burst in one the following patterns: in a cone, in a line, or in a radius at a point you can see within 300 feet of you. The size of the burst depends on the amount of charges expended.

PLASMA PROJECTOR AREA SIZE

AREA TYPE	1 CHARGE	2 CHARGES	3 CHARGES
Cone	30 ft.	60 ft.	90 ft.
Line	60 ft.	120 ft.	240 ft.
Radius	20 ft.	30 ft.	40 ft.

Targets in the area must succeed on a DC 20 Dexterity saving throw. A target takes 12d6 radiant damage on a failed save, or half as much damage on a successful one. As part of the action, you can spend 1 extra charge to deal an additional 4d6 radiant damage to targets in the area, which can be reduced with a successful saving throw.

Regardless of the size of the blast, your arm casts bright light in a 60-foot cone and dim light for an additional 60 feet until the end of your next turn. The light is sunlight.

The projector regains 1d6 + 4 charges daily at dawn.

PROTO ARMS

Tier 3

You have two additional arms surgically attached to your body and linked to your nervous system. The arms can appear similar to your normal arms, as robotic limbs, or anywhere in between.

The arms are capable of everything that your normal arms can do, including holding equipment, attacking with weapons, donning a shield, opening doors, and other activities. They can also leave your hands free when performing certain activities, such as climbing, driving, or grappling.

The arms also allow you to interact with up to two objects on your turn without requiring your action. For example, if you draw a weapon with your regular arms, you can still use your proto arms to draw another weapon, open a door, or similar activity.

SENSORY ENHANCEMENT

Tier 1, 2, 3, or 4

You install sensors in your eyes that allow you to see in the dark. If you are missing one or more eyes, this cyberware replaces them and allows you to see through them. At tier 2, you install sensors that can pick up subtle shifts and shimmers in the air. At tier 3, emitters in your ears send out continuous ultrasound pulses and a receiver picks up the echoes of these pulses to create a topographic map in your brain. At tier 4, your enhancements are enchanted with powerful divination magic, granting you state-of-the-art vision and hearing.

Tier 1. You have darkvision out to a range of 120 feet. If you already have darkvision, the range increases by 90 feet. You have advantage on saving throws against effects which would blind you. You have advantage on Wisdom (Perception) checks that rely on sight. Firearms gain the scoped property while you wield them.

Tier 2. Previous tiers apply. You see invisible creatures and objects as if they were visible. You can't be surprised while you are conscious.

Tier 3. Previous tiers apply. You have blindsight out to a range of 120 feet. You have advantage on Wisdom (Perception) checks that rely on hearing. You can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you.

Tier 4. Previous tiers apply. You have truesight out to a range of 120 feet. In addition, as an action, you gain the ability to see through solid objects (except lead) to a range of 30 feet for 1 minute. During that time, you perceive objects and creatures as transparent outlines. Once you use the cyberware in this manner, you can't use it again until you finish a short or long rest.

SUBDERMAL PLATING

Tier 1 or 2

Armored plates sculpted to fit your body are fused with your skin. When these are installed, they can be customized for appearance and stylistic purposes, potentially making them difficult to detect or immediately obvious at a glance. At tier 2, the plating becomes reactive, and you can cause it to harden against certain attacks.

Tier 1. You gain a +1 bonus to AC. You also gain +1 to Strength, Dexterity, and Constitution saving throws.

Tier 2. Previous tier applies. In addition, when you take damage of a type other than psychic damage, you can use your reaction to gain resistance to the damage type for 1 minute. You can't use this ability again until you finish a short or long rest.

TAILORED PHEROMONES
Tier 2

Your internal chemistry is designed to enchant others with pheromones you can release from your skin. In emergencies, you can exude a cloud of pheromones that will leave those around you in a daze.

As an action, you can target one non-hostile humanoid of your choice within 5 feet of you with your pheromones, forcing it to make a DC 15 Wisdom saving throw. It must breathe air to be affected. If it fails the saving throw, it is charmed by you for one hour or until you or your companions do anything harmful to it. The charmed creature regards you as a friendly acquaintance.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to your pheromones for the next 24 hours. If the save succeeds by 5 or more, the creature is aware that you attempted to charm it.

You can use this ability a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

As an action, each creature within 10 feet of you must succeed on a DC 15 Wisdom saving throw or be incapacitated until the end of your next turn. A creature must breathe air to be affected. You can't use this ability again until you finish a short or long rest.

WARP CORTEX
Tier 3

When this experimental cyberware is installed, a serum of highly charged quantum substances is injected directly into your cerebral cortex, where nanobots spread and prepare them to react to your mental commands. When activated, the quantum substance allows you to supersede the standard rules of physics and move long distances without entering the intervening space.

This cyberware has 20 charges. You can use an action to expend some of its charges to cast one of the following spells from it: blink (3 charges), dimension door (4 charges), or arcane gate (6 charges). You can use a bonus action to expend 2 charges to cast misty step. When you cast one of these spells, attacks against you have disadvantage until the end of your next turn.

Additionally, as a bonus action, you may spend 5 charges to force a creature that you can see within 30 feet of you to make a DC 16 Charisma saving throw. On a failed save, you teleport to the creature's space and the creature teleports to your previous space, so long as there is enough space for both you and the creature. A creature can willingly fail this saving throw.

The warp cortex regains 2d8 + 4 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, your brain teleports 10 feet away from you in a random direction and you die.

WIRED REFLEXES
Tier 2 or 4

Your nervous system is rewired to replace the slower, more organic processes with lightning-fast optical fibers, leaving almost no lag time between brain and muscle. This allows

you to react and move in ways that seem superhuman. At tier 4, you can pre-program your body with muscle memory, so it responds to a given situation without requiring active thought.

Tier 2. You gain a +2 bonus to Dexterity ability checks and Dexterity saving throws. You roll for initiative with advantage, and opportunity attacks against you have disadvantage.

You can take an additional reaction, and when you do so, you gain a +2 bonus to your AC until the end of your next turn. You can't use this ability again until you finish a short or long rest.

Tier 4. You gain a +4 bonus to Dexterity ability checks and Dexterity saving throws. You roll for initiative with advantage, and opportunity attacks against you have disadvantage.

You can take an additional reaction, and when you do so, you gain a +2 bonus to your AC until the end of your next turn. You can't use this ability again until you finish a short or long rest.

Additionally, you can activate your pre-programmed muscle memory as a bonus action. For 1 minute, you have advantage on Dexterity checks and saving throws, and you gain an additional action on each of your turns. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. You can't use this ability again until you finish a long rest.

AUGMENT LIST

NAME	COST
Amphibious Assault Array	7,500₵
Cranium Bomb	15,000₵
Cyberlimb	2,000₵
Extremophile Glands	12,000₵
Hacking Tools	9,000₵
Data Lock	5,000₵
Integrated Tool	7,500₵
Integrated Weapon	10,000₵
Nanite Pigmentation	3,000₵
Quick-Fix Injector	6,000₵
Sense-Log	4,000₵
Skillsoft Implant	10,000₵
Smartgun System	2,500₵
Smuggling Compartment	3,500₵
Synth Hair	5,000₵
Voice Modulator	3,000₵

AMPHIBIOUS ASSAULT ARRAY

This air tank is implanted into the lungs of the user, automatically storing and pressurizing air for later use. This allows extended underwater operations and functions similarly to a gas mask while the air reserves last. You can hold your breath for 1 hour.

CRANIUM BOMB

Implants a small explosive in your skull which will explode when triggered. When this explosive is triggered, you will die instantly. The triggers are set when the cranium bomb is installed, and can include brain activity. Examples of triggers include: a wireless signal from a smartphone, leaving a specific area, speaking specific information aloud, or falling in love.

Alternatively, when this augment is installed, it can include high-explosives designed to launch skull fragments with lethal force. When these explosives are triggered, each target within 15 feet of you must make a DC 15 Dexterity saving throw, taking 3d6 piercing and 3d6 thunder damage on a failed save, or half as much on a successful one.

CYBERLIMB

Replace a lost or existing arm or leg with a cyberlimb, a metallic version of an arm or leg. The limb functions as a normal limb, except for being made of a different material. This can be purchased multiple times, and counts as only one augment, no matter how many limbs are replaced.

HACKING TOOLS

Prerequisite: Datajack installed

By integrating hacking tools directly into your brain and nervous system, you can manipulate networks and the devices connected to them as naturally as you could play an instrument. Hacking tools include an upgrade to your datajack's processing power and a set of hacking applications and programs. See the 'Hacking' section of Chapter 6 for more information on using hacking tools.

DATA LOCK

This secure data storage is implanted directly into the user's head, along with a port to access it, which can be separate from a datajack port. It's normally used by couriers and diplomats for data that can't be trusted to a briefcase, but it has other potential uses.

You can set a certain password, certificate, or other key to access the drive. You can choose to place memories inside the data lock, forgetting them until you access the drive. Information stored within the data lock is protected from anyone who does not have the key, potentially including the augment user.

EXTREMOPHILE GLANDS

Your fleshy surface cells are recalibrated to withstand some of the harshest natural environments. When you gain this augment, choose one of the following benefits.

- You become adapted to cold climates and ice-cold water.
- You become adapted to hot climates and only need to drink half as much water per day, and have advantage on Constitution saving throws to avoid exhaustion from a lack of water.
- You become acclimated to high altitude, including elevations above 20,000 feet.

INTEGRATED TOOL

A set of tools is concealed in your body, but always in easy reach for when you need them. A set of artisan's tools, a gaming set, or a musical instrument you are proficient with is integrated into your body. You must have your hands free to use this integrated tool.

INTEGRATED WEAPON

Your weapon becomes a part of you, physically and mentally, and is always within easy reach. Choose one weapon to have integrated into your body.

The weapon is concealed when not drawn, and can be drawn as normal at the start of combat. You must still have enough hands free to be able to use the weapon. You can stow the weapon on your turn (no action required). If you drop the weapon, it is automatically stowed.

You cannot be disarmed of this weapon, but it can be destroyed or disabled. The weapon may be surgically switched for the price of the installation fee.

NANITE PIGMENTATION

You inject nanites into your body which can change the color of areas of your skin at any time. Handy for trying to pass yourself off as a member of a gang or political group if you know they have a signature tattoo. You can also have the nanites light up and mimic LED tattoos.

As an action, you can alter the tattoos on your body, including erasing them or covering your entire body with a network of tattoos.

QUICK-FIX INJECTOR

An easy-use injector is installed in your body that can deliver drugs, potions, or chemicals. Allows the user to use their reaction to inject a dose of any fluid to the user. The user may choose to use this reaction at any time. For example, if the user is shot, they may use their reaction to trigger the

injection of a med serum. The user can choose what substance to fill the injector with over the course of a long rest, and the substance is used in the process.

SENSE-LOG

Prerequisite: Datajack installed

Cybernetic sensors are connected directly into your senses for recording purposes. This augment allows you to record visual, auditory, olfactory, tactile, and taste data. The data can be offloaded to machines through your datajack port or wirelessly. The sense-log also collects the user's vital statistics.

SKILLSOFT IMPLANT

Prerequisite: Datajack installed

This augment allows you to load software programs through your datajack to your brain, granting you knowledge without need for learning or studying. Time is required for you to adjust before the training is properly implanted.

Over the course of a long rest, you can choose to become proficient with one language or tool. You can choose to change this proficiency to another language or tool over the course of a long rest.

SMARTGUN SYSTEM

Prerequisite: Datajack installed

Designed for those without the delicate knack for aiming but who still want to rain lead. Sensors in your eyes and electrodes in your brain are linked directly to your smartgun to assist with aiming firearms, allowing you to instead focus on muscular compensation for recoil, muzzle rise, and target movement.

This augment allows you to use firearms with the smartgun accessory (see the 'Firearm Accessories' section in Chapter 2). When you attack with a smartgun, you can use your Strength or Intelligence modifier, instead of Dexterity, for the attack rolls.

SMUGGLING COMPARTMENT

Drug dealers, couriers, smugglers, and snack enthusiasts rejoice! This augment involves hollowing out portions of your body that won't be missed, creating a velvety storage pocket.

You can conceal up to 10 pounds of items inside the smuggling compartment. Standard X-rays and metal detectors will not detect items inside it. You cannot conceal objects over 3 feet long, or over half the height of the user. It is an action to retrieve items from the compartment.

SYNTH HAIR

Your hair, or lack of hair, is replaced with synthetic fibers that you have some measure of control over. As bonus action, you can change the look, color, length, and style of your hair.

You can make it look and feel like natural hair, metal wire, string, or anything in between. It can be any color, it can have a metallic sheen, or it can even glow with LEDs. It can grow as long as 10 feet, or retract into your head, rendering you bald. You can also have your hair braid, spike, coil, layer, fold, and otherwise shape itself into any hairstyle that you can imagine.

Additionally, as an action, you can use your hair to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or other similar tasks. Your reach for this action is the current length of your hair.

Your hair can't attack, activate magic items, or carry more than 5 pounds. If your hair is cut, damaged, or destroyed, it is repaired when you finish a long rest.

VOICE MODULATOR

Now you can auto-tune away your tone-deaf wailing! This augment replaces your voice box with a complicated set of audio devices. It comes with a small subvocal microphone that can allow wireless communication without speaking out loud, and can record and play sounds it hears.

You can speak up to three times as loud as normal, shift your pitch to make perfect bird calls, mellifluous singing, and uncanny vocal impressions.

CHAPTER 4

VEHICLES

Thumping bass sets the rhythm. Beneath a blinking street light flashes neon streaks when the sleek red car roars past, a pair of police cars trumpeting their sirens as they pursue, hot on its trail. In the cabin of the red car, the driver, all black leather and mirrorshades, pops open the glass case atop the stick shift, exposing the bright red button. With a press, high octane fuel pumps into the car's engine, and the bright lights of the city become dazzling blurs as the vehicle launches itself into overdrive.

No cyberpunk setting would be complete without vehicles. You might need a fast getaway car after your latest score, a monster truck to show off your muscle to a rival gang, a stealthy boat to sneak some illicit goods past the coast guard, or maybe you just want to rain lead and hellfire on your foes from your armed helicopter. This chapter provides the rules, prices, and the modifications that can be made to vehicles.

VEHICLE RULES

Vehicles are similar to mounts in the manner they are utilized, with a few key differences. The primary differences are the means with which they move and act. Vehicles are not independent, they do not roll initiative, and they have no actions of their own. A vehicle requires a driver in order to function.

VEHICLE STATISTICS

Vehicles are a complex collection of objects with statistics similar to a creature. They have hit points, ability scores, movement speed, and many even have their own actions and reactions.

Vehicle statistics and stat blocks are explored more thoroughly in Appendix B.

RIDING A VEHICLE

Riders will usually have half cover when in a vehicle, but certain situations may change that. For example, lying down on the floor of a vehicle may grant three-quarters or total cover from long range, while riding a motorcycle may grant no cover.

Some vehicles are designed to grant total cover to its riders, such as armored vans or attack helicopters. Opening doors or bulletproof windows will negate cover benefit from the side they are opened.

ENTERING AND EXITING A VEHICLE

Once during your move, you can enter an unlocked vehicle that is within 5 feet of you or exit it. Doing so costs an amount of movement equal to half your speed. Some vehicles, such as boats with decks and buses, can be boarded simply by moving onto them, but sitting at the controls or in another seat of the vehicle will require half your movement speed.

CONTROLLING VEHICLES

The driver of a vehicle can grant their action, bonus action, and reaction to have the vehicle use its respective action. However, the driver does not have to grant all of their actions, they can always use each of them normally.

The driver can also share their movement with the vehicle, allowing both to use their full movement speed. For example, a creature can spend 15 feet of movement to run up to a car, use half their remaining movement to enter the vehicle, and even though they have 0 movement speed left, they can have the vehicle drive its full speed. This is also true if the driver has their movement speed reduced to 0, such as when they are restrained, so long as they can reach the controls. However, if the driver can't move, such as when they are stunned, then they can't share their movement with the vehicle.

A vehicle can only take the Attack, Disengage, Dodge, or Ready actions. This means a vehicle cannot use the Dash action. If a driver has made a vehicle move or take an action, a bonus action, or a reaction, the vehicle cannot do so again until the start of the driver's next turn. If a vehicle has no driver, the vehicle automatically fails Dexterity saving throws.

Some vehicles have legendary actions. Vehicles with legendary actions require a driver that is proficient with the vehicle type to drive them, and can only take legendary actions while the vehicle has a proficient driver that is not incapacitated.

FREE HANDS FOR VEHICLES

To control the vehicle, the driver must have at least one free hand for the vehicle's controls, and be close enough to touch them. If the driver removes both hands from the controls, or takes an action that requires both hands, they cannot control the vehicle until the end of their turn.

ATTACKING WITH VEHICLES

When a vehicle rolls for a melee attack, you add the vehicle's Strength modifier and the vehicle's proficiency bonus to the roll

When a vehicle rolls for a ranged attack, you can add the driver's Dexterity and the driver's proficiency bonus to the roll.

Alternatively, the driver can use the vehicle's internal targeting systems for ranged attacks. When doing so, you add the vehicle's Constitution modifier and the vehicle's proficiency bonus to the roll.

A vehicle being within 5 feet of a hostile creature doesn't impose disadvantage on a vehicle's ranged attack rolls.

VEHICLE OPPORTUNITY ATTACKS

If a vehicle has a melee weapon attack, it can make opportunity attacks if the driver grants it their reaction.

A vehicle's movement provokes opportunity attacks and the attacker can target the vehicle or a creature riding it so long as they are in range.

CONDITIONS AND VEHICLES

If the driver has a condition or effect that would affect their attack rolls, it affects the vehicle's attack rolls as well. If a vehicle would make a saving throw at the start or end of its turn, it does so at the end of the driver's turn. If the vehicle has no driver, it does so on initiative count 0.

When a vehicle would be knocked prone, it instead has the flipped condition (see Appendix A: Conditions) unless it has a trait that says otherwise.

PROFICIENCY

Any adult humanoid can be capable of driving most land or water vehicles. However, only those specially trained with a vehicle type can be considered proficient with them. When you drive a vehicle you are not proficient with, the vehicle has disadvantage on attack rolls, ability checks, and saving throws. You cannot drive an air vehicle or a vehicle with legendary actions unless you are proficient with it.

SKILLS

Depending on the situation, the DM may call for the vehicle to make an ability check to overcome a challenge. Vehicles may be proficient with acrobatics, athletics, or stealth. If the driver has a condition or effect that would affect their ability checks, it affects the vehicle's ability checks as well. The following are examples of vehicular skills in use.

- **Acrobatics.** Weaving through traffic at high speeds, moving across uneven surfaces, drifting around a turn, or performing aerial tricks.
- **Athletics.** Pushing another vehicle out of the way, jump across a gap, driving up a steep incline.
- **Stealth.** Moving quietly down an alley, stealthily floating up a canal, avoiding being spotted against cloud cover.

EXAMPLES OF DRIVING

- The driver grants the car his movement to drive down a street, then leans out the window to fire his revolver at a security guard with the Attack action.
- The driver jumps into the gunboat using half of her movement. She gives her action to the gunboat to have its mounted assault cannon fire at a goon standing on the dock.
- The driver flies her assault helicopter over the battlefield by giving it her movement. She uses her action to have the helicopter perform its multiattack, firing its mounted gatling guns and launching a rocket. She uses her bonus action to cast a healing spell on a passenger. When a hostile helicopter fires a rocket at her helicopter, she gives her reaction to the helicopter to launch a flare.

CRASHING

A crash occurs when a vehicle attempts to move into a space already inhabited by another object, vehicle, or creature. The damage done to both the vehicle and the target it crashes into depends on the vehicle's speed and size.

A creature can use its reaction to make a Dexterity saving throw with a DC equal to 10 + the vehicle's Dexterity modifier + the vehicle's proficiency bonus. On a successful save, the crash does not occur. A vehicle can attempt to crash into a specific target no more than once per turn.

CRASHING DAMAGE

When a vehicle crashes into a target, roll 1d4 for every 10 feet the vehicle moved in a straight line before the crash. If the vehicle and its target are equal in size, apply the result as bludgeoning damage to both the vehicle and the target. When a vehicle collides with a target in a different size category, the larger of the two takes half of the damage rolled, or zero damage if it is two size categories larger. The smaller target takes the total damage rolled.

Riders inside a vehicle involved with a crash take half of the damage dealt to the vehicle unless the vehicle is larger than the other target involved in the crash.

Damage from falling is treated in a similar manner, with riders taking half of the damage from the fall.

CRASHING AND MOVEMENT

If a vehicle crashes into a target whose size is equal to or larger than the vehicle, the vehicle stops, otherwise the vehicle can move freely through the target's space and the target is pushed to the nearest empty space outside the vehicle's path at the end of the current turn. For crashes into walls, buildings, and other immobile objects, the DM may choose the relative size of the target, and whether the vehicle stops or the target is destroyed.

SEAT BELTS

Safety first. All vehicles have seat belts installed. As a bonus action, a creature can equip or remove a seat belt on themselves or a willing creature within 5 feet. A creature wearing a seatbelt has resistance to damage caused by crashing, can't move, and cannot be pushed or pulled by any effect. A seat belt has 5 hit points.

EXAMPLES OF CRASHING

- The driver turns his car down a street. He's too busy chatting up his lady to notice the car in front of him stop. He drives 30 feet before he gets into a fender bender, causing the vehicle to take 3d4 bludgeoning damage, while he and his passenger receive half that since they are not wearing seat belts. The other vehicle receives the same, though its riders are wearing seat belts, so they have resistance to the damage.
- The driver pumps the gas on her large sports car, moving 120 feet. Part way through the movement, the driver tucks and rolls out of the car a moment before it crashes into a huge tank. The crash damage is 12d4. The tank receives half damage the damage rolled, while the truck receives full damage.

SENTIENT VEHICLES

Some vehicles may be sentient, or may, through magic or technology, gain sentience. This may occur when the vehicle is summoned with a spell, has an artificial intelligence installed, or if it simply exists as a fey, celestial, fiend, or elemental creature. A sentient vehicle counts as both a creature and a vehicle for spells and other effects, and its damage and condition immunities may change.

A sentient vehicle must be willing in order for a driver to control it. Otherwise, it acts as its own driver, and is proficient with driving itself. A sentient vehicle can use any action, except the Dash, Dodge, and Use an Object actions.

Sentient vehicles often require their own fuel, but otherwise do not need to eat, drink, breathe, or sleep.

Sentient vehicles are explored more thoroughly in Appendix B.

ADDITIONAL RULES

The following rules are additional points of reference for DMs and players about miscellaneous activity and details involving vehicles. As always, the DM can adjust or replace these rules to better fit their setting or campaign.

JUMPING FROM A MOVING VEHICLE

The driver can choose to have the vehicle continue its movement in a straight line immediately before jumping from the vehicle. To jump from a vehicle to a solid surface, a creature makes a DC 13 Dexterity (Acrobatics) check. On a failed save, the creature falls prone and takes 1d4 bludgeoning damage for every 10 feet the vehicle will move in a straight line. On a successful check, the creature does not fall prone and takes no damage.

OFF-ROADING

Any land driving that does not occur on pavement, concrete, and similar materials. Natural terrain, such as dirt, grass, or sand, may be difficult terrain for vehicles. The DM might decide that certain terrain is impassable for a vehicle. Vehicles without a swimming speed cannot swim at all, and will usually sink.

AIR VEHICLES

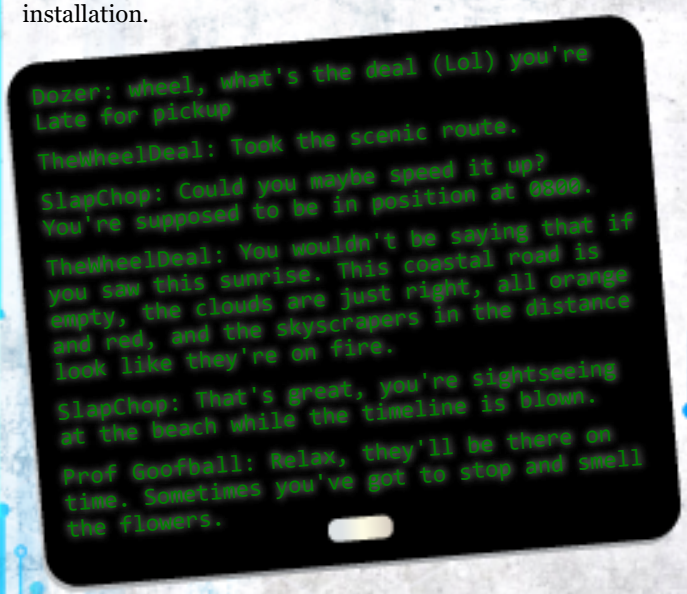
Air vehicles may have requirements for performing takeoff, flight, and landing. The specifics are listed in the vehicle's statistics. For example, small jets must travel a minimum distance before they gain a flying speed, usually by using a runway, and must use at least half their movement speed in a straight line each turn or fall.

REPAIR

If you have proficiency with tinker's tools, as well as the tools and supplies for the job, you can repair a damaged vehicle. For every hour you spend working on the vehicle, the vehicle regains 2d4 hit points plus the vehicle's Constitution modifier (minimum 1). Alternatively, you can pay a mechanic to repair it.

UTILITIES

Most vehicles also have headlights or directional lamps that cast bright light in a 100-foot cone and dim light for an additional 100 feet. They also typically have other utilities like audio systems, GPS, heat, air conditioning, and ports for smartphone connection and maintenance. Other utilities may be available, though they may require additional cost and installation.



SPELLS

Since vehicles are composed of many complicated objects, they are affected differently by magic than normal objects. Spells like Disintegrate will cause damage, but not instantly destroy them. Spells like Animate Objects fail automatically.

MAGIC AND VEHICLES

Many spells that could conceivably affect vehicles, such as web, burning hands, or lightning bolt, only designate creatures as viable targets. It is up to the DM whether or not these spells also affect vehicles, but it is recommended that spells affect vehicles when common sense says that they should.

GRAPPLING

Vehicles count as creatures for the purposes of grappling, though they cannot attempt to grapple unless they have special equipment that allows them to do so.

EXAMPLE OF PLAY FOR VEHICLES

Vehicle usage can be a bit complicated at first glance, but it may be easiest to think of them as mounts that require your actions and movement to function, and can crash into things. Here's an example of the vehicle rules in action.

The players have kidnapped the famous streamer and have him unconscious, but are engaged in a shootout with the police. One character goes running off to get the van, which has a hidden mounted weapon.

Player. I run up to the van, open the door, and get in for half my movement. I'll drive the van 80 feet and crash it into the cop car.

DM. Ok, you slam into the side of the cop car and there's a loud metallic crunch. You moved 80 feet, which means crashing damage is 8d4. Roll it up for me.

Player. I got 18 total.

DM. Okay, the van and the cop car are the same relative size, so both the cop car and your van take 18 bludgeoning damage. You take half that amount, since you're in the van, as does the cop in the car you hit.

Player. I'll lean out the window and shoot the cop car with my magnum as my action. That's an 18 for the attack, and it takes 10 piercing damage if it hits.

DM. It hits, and your bullet finds the gas tank right before the cop car explodes in front of you.

After resolving the explosion damage, one cop starts running away from the scene. The fight continues until the player's next turn.

Player. I'm not letting him get away. I'll give the vehicle my bonus action to expose the hidden mounted assault cannon, then give it my action to have it fire at him. That's a 21 for the attack and 15 for the damage.

The driver can use their Dexterity or the vehicle's Constitution when having the vehicle make ranged attacks. If the vehicle has a melee attack, such as a spider tank's claws, it uses the vehicle's Strength for the attack.

DM. That hits, and it clips him on the thigh with a splash of blood. He's limping now, but he's still getting away.

Player. Hell no, I'm going to run him over. I'll drive up and hit him with the van.

DM. Okay, he's going to use his reaction to try and dodge it, and it's only a slow clunky van, so he needs an 8 on this Dexterity saving throw. Nope, that's a 6, so you hit him. The van moved 60 feet before it hit him, so that's 6d4 crashing damage.

Player. 15 damage.

DM. Ok, he's in for a world of hurt. He takes the 15 bludgeoning damage, while the van takes half the roll for 7 damage because it's a size larger than him, and you don't take any damage since he's smaller than the van. There's a meaty thump as you collide with him and blood sprays across the windshield before the body slumps off to the side.

LAND VEHICLE LIST

VEHICLE	COST	RIDERS	CR	SPEED
Armored Car	120,000₵	5	4	120 ft.
Armored Truck	170,000₵	3	5	120 ft.
Armored Van	160,000₵	9	5	110 ft.
Bus	550,000₵	50	7	90 ft.
Car	15,000₵	5	1	120 ft.
Fuel Tanker Truck	350,000₵	3	7	100 ft.
Monster Truck	600,000₵	3	7	120 ft.
Motorcycle	7,500₵	1	1/2	130 ft.
Pickup Truck	22,000₵	3	2	120 ft.
Semi-Trailer Truck	300,000₵	3	7	100 ft.
Sports Car	50,000₵	5	3	130 ft.
Sports Motorcycle	15,000₵	1	1	140 ft.
Van	25,000₵	9	2	110 ft.
Warcycle	40,000₵	1	2	140 ft.

WATER VEHICLE LIST

VEHICLE	COST	RIDERS	CR	SPEED
Cabin Cruiser	40,000₵	9	4	90 ft.
Jet Ski	7,500₵	1	1/2	110 ft.
Luxury Jet Ski	15,000₵	1	1	120 ft.
Motorboat	25,000₵	5	1	100 ft.
Speedboat	75,000₵	5	3	110 ft.
Waverider	15,000₵	1	1	120 ft.
Yacht	5,000,000₵	20	7	90 ft.

AIR VEHICLE LIST

VEHICLE	COST	RIDERS	CR	SPEED
Helicopter	900,000₵	6	2	130 ft.
Small Jet	3,200,000₵	12	7	180 ft.
Floatplane	2,200,000₵	7	6	160 ft.

AVAILABLE VEHICLES

These lists includes only vehicles that the discerning buyer might be able to acquire from resourceful suppliers. Military vehicles are extremely difficult to acquire, generally illegal to own, and rather tough to keep a secret.

Additionally, the average mass-consumer car dealership probably won't have armored cars or helicopter for sale. The DM decides what vehicles are available from each supplier, including any vehicle listed in Appendix B.

VEHICLE MODIFICATIONS

Straight off the production lines, vehicles are usually mass-produced, indistinguishable clones. Drivers with a flair for customization or a need for additional capabilities for their vehicles can install a variety of modifications. The modifications range from the standard turbo boosters and smuggling compartments, to the more sophisticated mounted gatling guns and wireless remote control systems.

Installing or removing vehicle modification requires a creature who is proficient with tinker's tools, and who has the proper equipment. Hiring a mechanic to install or remove a modification costs a 500₵ fee. Unless stated otherwise, you cannot install a modification to the same vehicle more than once.

Vehicle modifications must be purchased for a specific type of vehicle. For example, you cannot purchase rocket thrusters for a car and then attach it to a tank.

BULLETPROOF

Prerequisite: Enclosed vehicle

The doors, windows, and cabin of the vehicle are reinforced, granting riders in the cabin total cover from attacks or other effects originating from outside the vehicle. Opening a door or window negates this effect on that side until it is closed.

VEHICLE MODIFICATION LIST

NAME	COST	PREREQUISITE
Bulletproof	1/3 price of the vehicle	Requires enclosed vehicles
Biometric Lock	1/10 price of the vehicle	-
Chameleon Coating	1/8 price of the vehicle	-
Cloaking Projector	1/3 price of the vehicle	-
Concealed Weapon Mount	1/6 price of the vehicle	Melee or ranged weapon mount
Ejection Seating	1/8 price of the vehicle	-
Environmental Shielding	1/6 price of the vehicle	-
Expanded Fuel Tank	1/8 price of the vehicle	-
Flame Decals	250₵	-
Gold Plated	2x price of the vehicle	-
Hyper Thrusters	4,000₵ + 1/4 price of the vehicle	Air vehicle
Increased Seating	1/3 price of the vehicle	-
Melee Weapon Mount	1/4 price of the vehicle	-
Nanomaintenance System	1/3 price of the vehicle	-
Paramagnetic Paint	1/5 price of the vehicle	-
Ranged Weapon Mount	2,000₵ + the price of the mounted weapon	Large or larger vehicle
Rocket Thrusters	2,500₵ + 1/6 price of the vehicle	Land or water vehicle
Remote Control	1/6 price of the vehicle	-
Self-Defense System	1/3 price of the vehicle	Ranged weapon mount
Smuggling Compartment	2,000₵	-
Suncell	1/6 price of the vehicle	-
Turbo Boosters	1,000₵ + 1/6 price of the vehicle	-
Winch	1/8 price of the vehicle	-
Workshop	1,000₵ + the price of the integrated tools	Large or larger vehicle

This modification cannot apply to vehicles that are not enclosed, such as motorcycles or jet skis. For vehicles that have enclosed areas within the vehicle, this modification only applies to the enclosed areas. For example, this modification can apply to a cabin cruiser's enclosed cockpit and cabin, but it would not apply to an exposed deck area.

BIOMETRIC LOCK

The vehicle is configured to only allow specific creatures to unlock and drive it based on fingerprints, facial features, DNA, voice, and/or other physiological and behavioral identifiers. The DC to hack the vehicle increases by 5.

CHAMELEON COATING

The vehicle gains proficiency with Dexterity (Stealth) checks. If it's already proficient in the skill, it adds double its proficiency bonus to checks it makes with it.

CLOAKING PROJECTOR

As an action, the vehicle can become invisible for 1 minute. If the vehicle or any creatures riding the vehicle make an attack, or the vehicle takes any damage, the invisibility fades.

Once this modification has been used, it cannot be used again until the vehicle has its cloaking battery charged over the course of 1 hour at a power source.

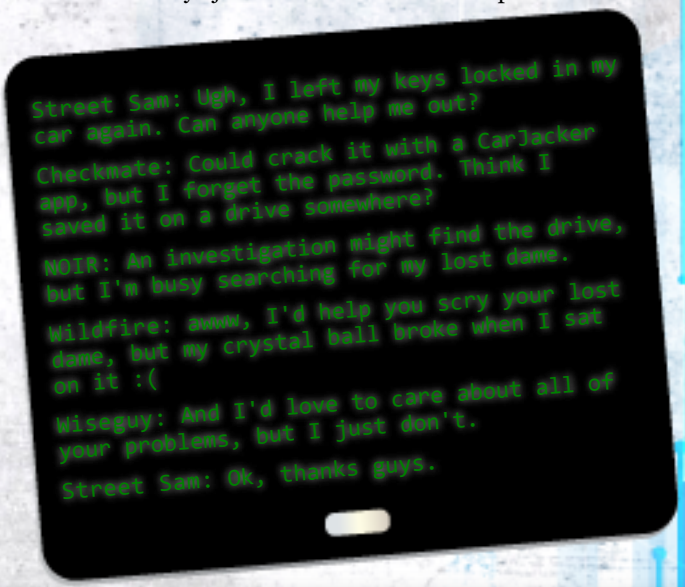
CONCEALED WEAPON MOUNT

Prerequisite: Melee or ranged weapon mount

Modifies all of the melee or ranged weapon mount modifications to make them concealed from casual viewing. The weapons are not usable while they are concealed. As a bonus action, the vehicle can expose any concealed weapons and make them usable, or conceal them if they are exposed.

EJECTION SEATING

When the vehicle is reduced to 0 hit points, all seated riders are automatically ejected before the vehicle explodes.



On land and water vehicles, this will launch creatures 10 feet outside the explosion radius of the vehicle, where they will land prone, protected from the fall by impact foam. On air vehicles, ejection seats include a parachute that will slow the descent of the rider to a rate of 60 feet per round until they reach the ground, where they will fall prone.

Alternatively, the driver may activate any number of individual ejector seats or all of them as a bonus action, with or without the parachute for air vehicles. A creature unwilling to be ejected and not wearing a seatbelt can make a Dexterity saving throw to avoid being ejected. The DC of the saving throw is 10 + the vehicle's Constitution modifier.

ENVIRONMENTAL SHIELDING

The vehicle gains resistance to one of the following damage types: acid, fire, cold, or lightning. Additionally, the vehicle has advantage on saving throws caused by EMP and similar effects. Creatures fully closed inside the vehicle are protected from radiation from sources outside the vehicle.

EXPANDED FUEL TANK

The vehicle's range is increased by 50%.

FLAME DECALS

These decals make the car look faster.

GOLD PLATED

Coats the vehicle with a thin layer of gold. This causes the vehicle to look swag as fuck.

HYPER THRUSTERS

Prerequisite: Air vehicles only

This rocket propulsion system allows air vehicles to take off without a runway or fly rapidly. As a bonus action, the vehicle can activate these boosters until the end of the driver's next turn. During this time, the requirement for the vehicle's takeoff is negated and its flying speed is doubled.

Alternatively, when the vehicle falls, the vehicle can use its reaction to activate the hyper thrusters until the end of the driver's next turn and stop falling. These boosters can't be used again until the boosters are refueled with 4,000₵ worth of rocket fuel over the course of 1 minute.

INCREASED SEATING

The vehicle's rider limit is raised based on its size category. Medium vehicles increase their rider limit by 1. Large vehicles increase their rider limit by 2. Huge vehicles increase their rider limit by 3. Gargantuan vehicles increase their rider limit by 5.

MELEE WEAPON MOUNT

A weapon meant for close-quarters combat is mounted and linked to the vehicle's control system, becoming a weapon for the vehicle. When this modification is installed, choose the weapon and one of the following damage types for the weapon: bludgeoning, slashing, piercing. For example, you could choose a pistoning battering ram (bludgeoning), whirling saw blades (slashing), or thrusting metal spikes (piercing).

As an action, a driver may grant the vehicle the Attack action with any of its mounted weapons. The weapon has a range of 5 feet and deals an amount of damage based on the vehicle's size, as shown on the Vehicle Melee Damage table.

VEHICLE MELEE DAMAGE

SIZE CATEGORY	DAMAGE
Medium	1d8 + the vehicle's Strength modifier
Large	2d8 + the vehicle's Strength modifier
Huge	3d8 + the vehicle's Strength modifier
Gargantuan	4d8 + the vehicle's Strength modifier

When the vehicle takes the Attack action, the vehicle can make a number of weapon attacks based on its challenge rating, as shown on the table below.

CHALLENGE RATING	ATTACKS
0 - 4	1
5 - 8	2
9 - 12	3
13 or higher	4

NANOMAINTENANCE SYSTEM

These specialized nanites will repair the vehicle's frame and systems. The vehicle regains 10 hit points every hour, provided that it has at least 1 hit point.

PARAMAGNETIC PAINT

This paint applied to the exterior of the vehicle responds to shifting currents of electricity to change its color. Over the course of a minute, the driver of a vehicle can change the color and style of the car's paint.

RANGED WEAPON MOUNT

Prerequisite: Large or larger vehicle

A firearm with the massive property can be mounted to the exterior of the vehicle. A mounted weapon is linked with the vehicle's control system, becoming a weapon for the vehicle.

As an action, a driver may grant the vehicle the Attack action with any of its mounted weapons. Alternatively, if the driver is willing or the vehicle has no driver, a creature that can reach the mounted weapon can make its own attacks with it, however, the mounted weapon can then not be used by the vehicle until the start of the creature's next turn.

When the vehicle takes the Attack action, the vehicle can make a number of weapon attacks based on its challenge rating, as shown on the table below.

CHALLENGE RATING	ATTACKS
0 - 4	1
5 - 8	2
9 - 12	3
13 or higher	4

The weapon has its ammunition fed into it by a belt, and the driver can reload any mounted weapon with a bonus action, but the vehicle must be supplied with ammunition.

This modification can be installed more than once, depending on the vehicle's size. A Large vehicle can have one mounted weapon, a Huge vehicle can have up to two, and a Gargantuan vehicle can have up to three. A mounted weapon can be removed or swapped with another weapon with tinker's tools and 10 minutes of work.

Additionally, vehicles that are Huge in size or larger can bear the impact of heavier caliber weapons and ammunition, allowing them to add the vehicle's Constitution modifier to damage rolls from attacks made with mounted weapons.

REMOTE CONTROL

Cameras, microphones, and a wireless control system are installed in the vehicle. A creature with a datajack who can connect to and access the vehicle can wirelessly control it. The vehicle has a wireless range of up to 1,000 feet.

As an action, you can switch to controlling the vehicle as though you were driving it, seeing through the vehicle's cameras and hearing through its microphones. During this time, you are deaf and blind with regard to your own senses. As an action, you can stop driving and switch back to using your own senses.

ROCKET THRUSTERS

Prerequisite: Land or water vehicle

This rocket propulsion system lets vehicles launch themselves into the skies with a burst of jet flame. As a bonus action, the vehicle can activate these boosters until the end of the driver's next turn. Alternatively, when the vehicle falls, the vehicle can, as a reaction, activate the rocket thrusters until the end of the driver's next turn and stop falling.

While the rocket thrusters are activated, the vehicle gains a flying speed equal to half of its movement speed or its swimming speed, whichever is higher.

These thrusters can't be used again until the thrusters are refueled with 2,500₵ worth of rocket fuel over the course of 1 minute.

SELF-DEFENSE SYSTEM

Prerequisite: Ranged weapon mount

The vehicle's security system is set to activate if it detects an unauthorized creature attempting to damage, hack, or break into the vehicle. Its mounted weapons are automatically used to neutralize the threat to the best of the vehicle's capabilities without moving. This defense system is inactive while the vehicle has a driver. The system may include vocal warnings, alarms, and flashing lights.

SMUGGLING COMPARTMENT

You can conceal up to 50 pounds of cargo in this hidden storage space in a Medium sized vehicle. Large vehicles can hold up to 150 pounds, Huge vehicles can hold up to 300 pounds, and Gargantuan vehicles can hold up to 500 pounds in this space.

SUNCELL

The vehicle's fuel source changes to electricity if it isn't already, and it recharges its range at rate of 25 miles per hour when sitting inactive in sunlight, or 10 miles per hour when sitting inactive in cloudy conditions during the day.

TURBO BOOSTERS

This high octane parallel fueling system can be activated for a short boost of speed. As a bonus action, the vehicle can activate these boosters until the end of its next turn. During this time, the vehicle has advantage on Dexterity saving throws and its speed is doubled. Alternatively, the driver can use their reaction when the vehicle makes a Dexterity saving throw to activate the boosters until the end of the driver's next turn, gaining advantage on the roll.

These boosters can't be used again until the boosters are refueled with 1,000₵ worth of turbo fuel over the course of 1 minute.

WINCH

The vehicle can be attached to a target by a 60 foot metal cable. As an action, the vehicle can reel in the cable. Depending on the size of the target and its state of immobilization, the act may require the vehicle to make a Strength (Athletics) check to pull the target toward the vehicle, or the vehicle toward the target. The winch can also be used to tow objects or vehicles behind the vehicle.

As an action, the vehicle may launch grappling claws at a target within 60 feet. If the target is the vehicle's size or smaller, the vehicle can make a contested Strength (Athletics) grappling check to pull it to the vehicle and grapple it. Alternatively, if the target is larger than the vehicle, you can choose for the vehicle to be pulled to it, however, this does not grapple it.

WORKSHOP

The vehicle has up to 3 sets of artisan's tools integrated into it and a workspace made available. Ability checks made with these integrated tools add +1 to the roll.

CHAPTER 5

EQUIPMENT

Warpath eyes his arsenal, considering what to bring for the most dangerous mission he's ever attempted. He'll need to be well equipped if he wants to survive. Beyond his terrifying array of heavy weaponry and powered armor, he begins slipping various useful and nefarious objects into his utility belt and the tactical pouches carefully arrayed around his person.

He snaps a quick-deploy parachute onto his belt, then grabs a grapple gun, a set of night vision goggles, a walkie talkie, and a gas mask. He loads himself up with numerous frag grenades, flash bangs, smoke grenades, a handful of pipe bombs, a few canisters of tear gas, and a smattering of claymore mines. He checks the injectors on a wide variety of combat stimulants, pain suppressants, and emergency medical supplies.

Pausing, Warpath again considers his options. "Just in case," he mutters before grabbing a half-empty fire extinguisher, a worn hazmat suit, three spools of barbed wire, a bug scanner, several flare launchers, a plastic explosives kit, and some emergency rations in case he gets hungry.

He studies himself in the mirror, performing a long, calculating review of his loadout, before he finally gives a short nod of approval. Satisfied, Warpath turns away from his arsenal, takes one step, and then slowly, ponderously, he falls forward onto his face.

This chapter provides the list and price of gear, consumables, explosives, and drugs, as well as rules for drug addiction and withdrawal.

GEAR

"Always be prepared", a motto for boy scouts, and for survivors. Futuristic technology has opened up many options for the prudent operator want to be ready for any situation. Check with your DM to see if your local supplier has this gear in stock today!

Augmented Reality Gear. Specialized eyewear, such as sunglasses, goggles, or contact lenses, which allow you to see augmented reality objects and creatures.

Barbed Wire. This motorized spool of razor-sharp barbed wire can be deployed to cover a small area in loops that will bring pain to whatever poor soul tries to rush through it. Over the course of a minute, you can spread a spool of barbed wire to cover a 10-foot-square area, which becomes difficult terrain. When a creature moves into or within the area, it takes 1d4 piercing damage for every 5 feet it travels. The barbed wire takes 10 minutes to wrap back into a spool.

Bug Scanner. This device scans for and locates Tiny machines emitting wireless signals or recording and relaying audio or video. You can use this device to gain advantage on Intelligence (Investigation) checks to find these machines.

Communication Earpiece. Allows you to securely and wirelessly communicate with other earpieces and walkie talkies on a set radio frequency up to 30 miles away.

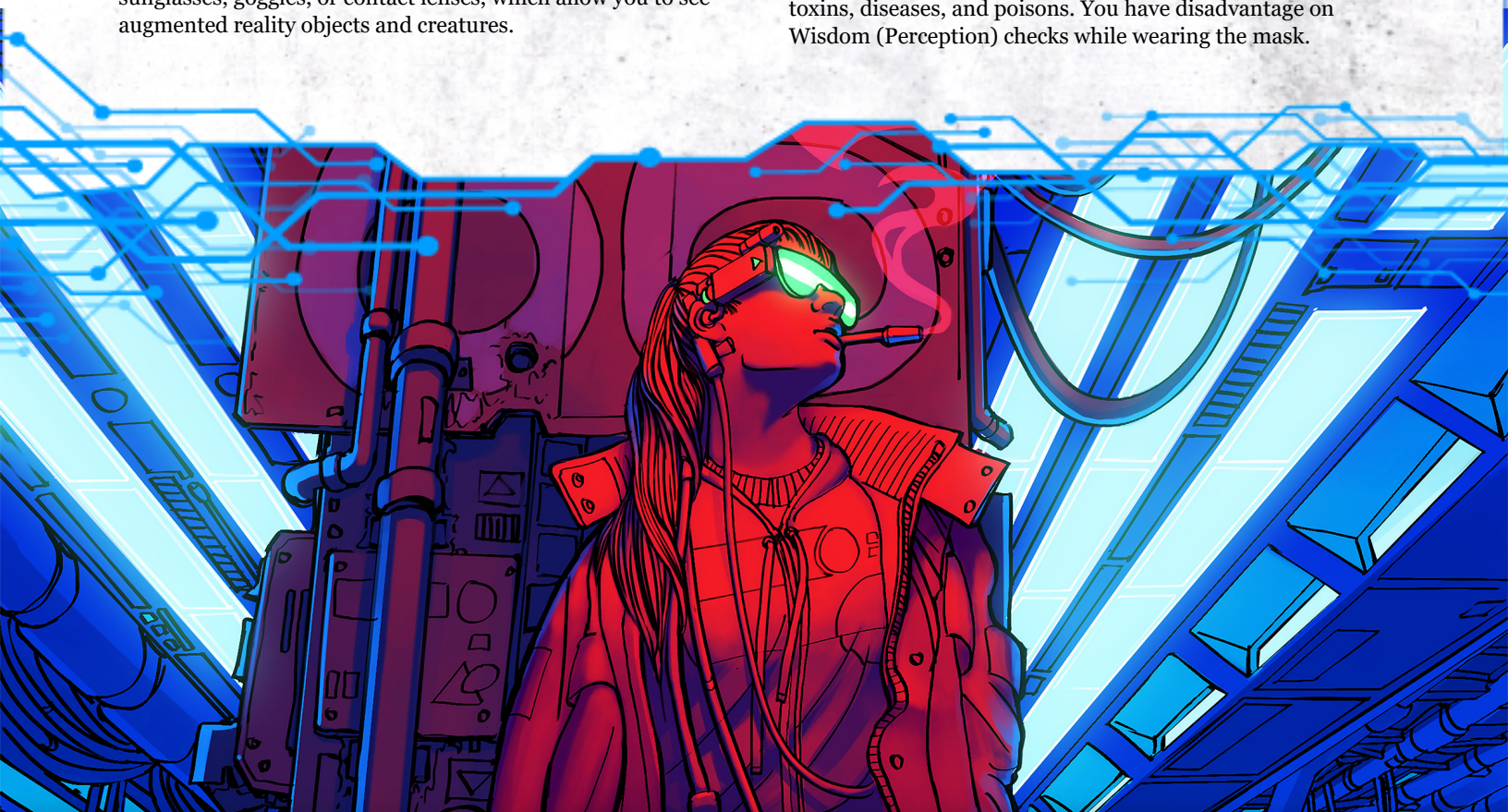
Credit Stick. This small plastic device acts as a wallet for your credits, storing an essentially unlimited amount, and can be plugged into machine ports and connected to other credit sticks. Credit sticks come branded from a variety of banks, and they allow for untraceable transactions between individuals. A small screen indicates how many credits are stored on a credit stick, and it may be secured with a thumbprint scanner or a passcode.

Data Drive. A small, concealable data storage device that can hold a surprisingly large amount of information.

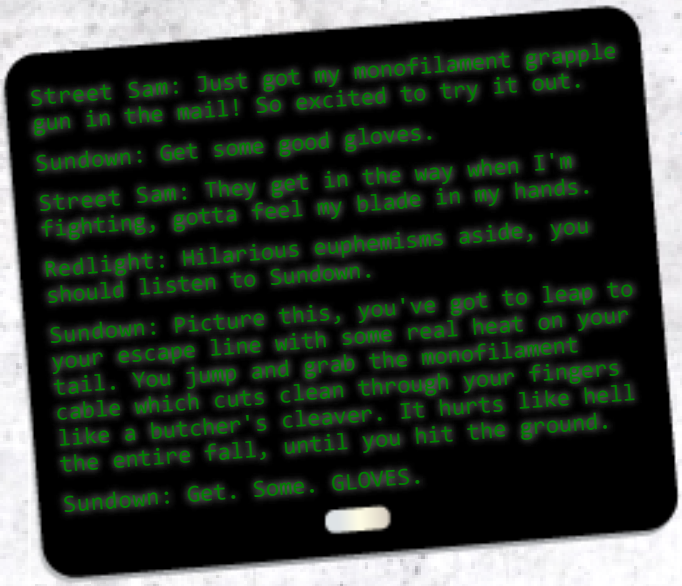
Fire Extinguisher. The extinguisher has 10 charges. As an action, 1 to 3 charges can be used to extinguish an equal number of burning creatures, objects, or vehicles within 10 feet. It can also extinguish a 5-foot area of fire.

Flashlight. Requires a free hand and a bonus action to turn on or off. When activated, this flashlight casts bright light in a 60-foot cone and dim light for an additional 60 feet. Alternatively, you can use the low-light setting, shining bright light in a 30-foot cone and dim light for an additional 30 feet.

Gas Mask. As an action you can don or doff this gas mask. While wearing the mask, you are immune to inhaled toxins, diseases, and poisons. You have disadvantage on Wisdom (Perception) checks while wearing the mask.



Grapple Gun. As an action, you can launch a grappling hook and cable up to 100 feet. It can be used to reel or give slack, allowing the user to climb up or down the length of the cable at the user's full movement speed. Requires a free hand to use. The cable can support up to 5,000 lb. of weight.



Hazmat Suit. This suit makes you immune to airborne and waterborne toxins, poisons, diseases, and radiation. It has its own internal air purifier, allowing the user to breathe in hazardous environments indefinitely. This suit also counts as wearing a thin sheet of lead. A small swarm of internal nanobots can quickly seal small punctures or cuts.

You have advantage on saving throws against caused by attacks which would make you irradiated while wearing the suit. You cannot wear anything heavier than light armor under this suit, and it is difficult to speak to others while wearing this suit. You have disadvantage on Wisdom (Perception) and Dexterity checks while wearing the suit.

Lighter. This electric lighter can be used to start fires. It can also be used to shed bright light in a 5-foot radius and dim light for an additional 5 feet. The fuel lasts for 1 hour.

Magi-Cuffs. This set of dull metallic handcuffs have faint runes which trace the chains and cuffs. They respond to the presence of magic by releasing a powerful electric current.

If these cuffs are used to bind a creature, and the creature casts a spell using vocal, somatic, or material components, the cuffs shock the creature for 8d8 lightning damage, and the creature must succeed on a DC 18 Constitution saving throw to see if they can continue casting the spell. A creature reduced to 0 hit points by this damage is stable.

Metal Detector. A small, hand-held device for detecting metal on creatures and in the ground. You can use this device to gain advantage on Intelligence (Investigation) checks to search for metal objects or equipment.

Night Vision Goggles. As an action or a bonus action, you can equip or unequip these night vision goggles. While wearing these goggles, you have darkvision out to a range of 60 feet, and you have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of the attack, or whatever you are trying to perceive is in bright light.

Quick-Deploy Parachute. This pouch must be worn on the exterior of any clothes or armor to be used. After falling at least 200 feet, you can use your reaction to deploy the parachute. Your rate of descent slows to 60 feet per round until you land. While the parachute is deployed, your movement speed is halved as it drags behind you. The parachute requires 10 minutes to fold back into its pouch, or you can unhitch it from yourself as an action or a bonus action.

RC Drone. This remote control drone is great for hobbyists, surveillance operations, and voyeurs alike. The drone has a camera, a microphone, and a wireless control system. The RC drone's statistics can be found below.

The drone has a wireless range of up to 1,000 feet. A creature with a datajack or smartphone who can connect to and access the drone can wirelessly control it. You can use your action to cause it to move up to its movement speed and take an action. The drone can only take the Dash, Disengage, Dodge, Hide, and Search actions. While you are not controlling it, the drone is unconscious.

If you are connected to the drone with a datajack, you can use your action to see through the drone's camera and hear through its microphone. During this time, you are deaf and blind with regard to your own senses. While doing so, you can use your action to switch back to using your own senses.

RC DRONE

Tiny object (machine)

Armor Class 11
Hit Points 2 (1d4)
Speed special

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	10 (+0)	0 (-5)	0 (-5)	0 (-5)

Damage Immunities poison, psychic
Senses darkvision 60 ft.

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Alternatively, you can use your smartphone to see through the drone's camera and hear through its microphone. However, you have disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks for analyzing these feeds when controlling it in this manner.

The drone's movement speed and capabilities are based on its type. Choose one of the drone types to determine its movement speed and skill bonuses:

- **Land.** The drone has a walking speed of 30 feet and a climbing speed of 20 feet. It adds +2 to Dexterity (Stealth) checks.
- **Air.** The drone has a flying speed of 40 ft. It adds +2 to Dexterity (Acrobatics) checks.
- **Water.** The drone has a swimming speed of 30 feet. It adds +2 to Dexterity (Stealth) checks.

Smartphone. Everyone has one of these in their pockets. They are the key that unlocks the modern world. Relatively cheap, yet undeniably useful and powerful, even the basic models come with numerous capabilities.

Typical features of a smartphone include:

- Internet browsing
- Phone calls and texting
- Video and audio recording
- Data storage
- Create small AR objects and creatures within 10 feet of the smartphone
- GPS guidance
- Water resistant case
- Financial transactions
- Mobile gaming
- An endless variety of apps and programs for download

Spike Strip. As an action, these camouflaged unfolding spike rails can be deployed in a line 25 feet long and 1 foot wide. If a vehicle with tires enters this line, the vehicle takes 2d4 piercing damage and its speed is halved until its tires are repaired.

Any creature that can't see the area at the time the spike strip is deployed must make a DC 15 Wisdom (Perception) check to see the spikes. As an action, the spikes can be recovered.

Swift-Draw Holster. This spring-loaded holster makes it quicker to pull your firearms in a pinch. You can draw or stow two light one-handed firearms when you would normally be able to draw or stow only one, provided both are carried in a swift-draw holster.

Universal Cable. This fiber optic cable can carry data at lightspeed through it, and can generally be plugged into any machine that processes or stores data. It can also transmit electrical signals or current. It has 2 hit points and can be burst with a DC 20 Strength check. Once cut or broken, it can be repaired with electrician's tools.

Walkie Talkie. Allows you to communicate with others on a set radio frequency up to 30 miles away. Requires a free hand to use.

Wireless Transceiver. A combination of a transmitter and a receiver, this device allows for wireless communication between machines and networks. It has many potential uses. For example, you can attach it to plastic explosives and detonate them wirelessly. If a machine or network has no wireless capabilities, you can connect a wireless transceiver to a port and use that for wireless connections. The transceiver has a wireless range of up to 1,000 feet.

GEAR LIST

ITEM	COST	WEIGHT
Augmented Reality Gear	450₵	.2 lb.
Barbed Wire	200₵	2 lb.
Bug Scanner	1,500₵	.5 lb.
Communication Earpiece	200₵	.2 lb.
Credit Stick	10₵	.1 lb.
Data Drive	50₵	.1 lb.
Fire Extinguisher	80₵	3 lb.
Flashlight	40₵	1 lb.
Gas Mask	400₵	2 lb.
Grapple Gun	750₵	8 lb.
Hazmat Suit	2,500₵	20 lb.
Lighter	3₵	.2 lb.
Magi-Cuffs	12,500₵	1 lb.
Metal Detector	1,100₵	3 lb.
Night Vision Goggles	3,000₵	1 lb.
Quick-Deploy Parachute	1,500₵	12 lb.
RC Drone	1,000₵	2 lb.
Smartphone	500₵	1 lb.
Spike Strip	400₵	6 lb.
Swift-Draw Holster	600₵	.5 lb.
Universal Cable (30 feet)	30₵	.5 lb.
Walkie Talkie	50₵	1 lb.
Wireless Transceiver	60₵	.2 lb.

DM TIP: MISCELLANEOUS GOODS

When calculating the costs for supplies and goods that are unspecified in this book, such as a pizza, a caffe latte, a taxi fare, rent, or other items, you can use real life currency for reference. For example, you could measure 1 credit to be roughly equal to 1 US dollar, or your local equivalent.

CONSUMABLES

It's hard not to contribute to the ever-growing mountains of trash composed of disposable containers and obsolescent devices. Admittedly, environmental conscientiousness is probably not foremost in your mind when you're lying bleeding out on the ground, hand desperately reaching for your med serum injector.

Still, you could at least refill and reuse the dang thing instead of chucking it. We all have to do our part.

Consumables are one-time use objects that can come in handy when you're in a pinch. Examples include medical supplies, glowsticks, and flare launchers.

If a consumable has a tier, it determines the quality, effectiveness, price, and availability of the consumable. For example, a tier 1 med serum may consist mostly of low-grade stimulants and energy-boosting solvents, while the higher tiers may include a small army of short-lived nanosurgeons that quickly stitch together wounds.

ANTITOXIN SERUM

This injector holds a bluish, bubbly liquid. A creature can administer it to themselves as a bonus action, or to another creature as an action. If the target is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one at random. For one hour, the target has advantage on saving throws against being poisoned.

FLARE LAUNCHER

As an action, this compact, orange tube can deploy a flare up to 1,000 feet away. There it explodes into a shower of burning sparks, emitting bright light in a radius of 100 feet and dim light for an additional 100 feet for 1 minute. If fired directly up into the sky, it can be seen from up to 25 miles away in good visibility conditions.

GLOWSTICK

When activated, this glowstick emits bright light in a 20-foot radius and dim light for an additional 20 feet for 8 hours. It can be hung from a belt or backpack.

MED SERUM

This injector holds a reddish liquid. A creature regains hit points when this liquid is injected into it. A creature can administer it to themselves as a bonus action, or to another creature as an action.

The amount of hit points regained is determined by the tier of the med serum, as shown in the Med Serum table.

TIER	HIT POINTS REGAINED
1	2d4 + 2
2	4d4 + 4
3	8d4 + 8

PEPPER SPRAY

As an action, a creature can spray stinging fluid at a creature up to 10 feet away. The target must succeed on a DC 10 Constitution saving throw or be blinded for 3 rounds. At the end of each of its turns, the target can repeat the saving throw. On a success save, the blindness ends.

RAD-OUT

This stylized injector, complete with a frowning cartoon nuclear symbol, contains a sparkly purple liquid. A creature can administer it to themselves as a bonus action, or to another creature as an action. The target's irradiated level is reduced by 1. For each additional dose of rad-out you consume after the first in a 24 hour period, you will gain 1 level of exhaustion.

CONSUMABLE LIST

NAME	TIER	COST	WEIGHT
Antitoxin Serum	-	8,000₵	.1 lb.
Flare Launcher	-	90₵	.2 lb.
Glowstick	-	10₵	.2 lb.
Med Serum	1	5,000₵	.1 lb.
Med Serum	2	50,000₵	.1 lb.
Med Serum	3	500,000₵	.1 lb.
Pepper Spray	-	60₵	1 lb.
Rad-Out	-	10,000₵	.1 lb.

EXPLOSIVES

An explosive is an object or machine that is designed to be thrown or planted which, when triggered or otherwise activated, causes an effect at a location. The term applies to the items described in this section. It can also apply to improvised or invented explosives.

Traps, such as tripwires attached to a grenade or a box that explodes when opened, can be created with explosives through the use of demolitionist's tools at the DM's discretion.

Most explosives have different tiers, which determine the quality, effectiveness, price, and availability of the explosive. A tier 1 fragmentation grenade may be little more than a cheap, mass-produced firecracker, while the higher tiers may be built with potent explosive substances and designed for maximum shrapnel carnage.

Explosives are inert until they are armed. Explosives that have spells cast on them, such as catapult or animate objects, become inert and will not explode.

ANTIMAGIC GRENADE

This dull iron globe is designed to split in half and release a wave of magic suppressing energy.

Tier 1. As an action, you can throw the grenade to a point within 60 feet of you. Creatures, objects, or magical effects within 10 feet of that point are subjected to a wave of antimagic. Any spell of 2nd level or lower on the target ends. For each spell of higher level on the target, roll a d20 and add +2. If the result is equal to or greater than 10 + the spell's level, the spell ends.

Tier 2. Any spell of 4th level or lower on the target ends. For each spell of higher level on the target, roll a d20 and add +3.

Tier 3. Any spell of 6th level or lower on the target ends. For each spell of higher level on the target, roll a d20 and add +4.

CLAYMORE

A camouflaged curved metal box that, when triggered, explodes in a direction, firing metal balls in a deadly spray. Over the course of 3 rounds, you can arm this mine on a flat surface to be triggered by movement, choosing which direction the claymore is facing. At least one action must be used each round to arm the claymore.

The claymore is triggered when a creature or vehicle it can see moves within a 30-foot cone in front of the claymore. The claymore has 30 feet of darkvision. If the claymore is moved, it disarms itself.

Alternatively, a wireless transceiver can be attached to the claymore and linked to the trigger, which can be activated with a bonus action.

When the trigger is activated, each target in a 60-foot cone in front of the claymore must make a Dexterity saving throw, taking damage on a failed save, or half as much on a successful one.

The damage and the saving throw DC are determined by the tier of the claymore, as shown in the Claymore table.

CLAYMORE

TIER	DC	DAMAGE
1	14	3d6 piercing + 3d6 thunder
2	16	5d6 piercing + 5d6 thunder
3	18	7d6 piercing + 7d6 thunder

DETONATION CORD

This slim, grey cord is a plastic tube filled with compounds which explode when given an electric signal. The cord becomes sticky when pulled from its reel and can be attached to surfaces. The cord can be cut into sections, but a section must be at least 1 foot long to be usable.

Over the course of one minute, a creature can plant and arm these explosives by wrapping or tracing around a target with the cord. The cord comes with a detonator with 20 feet of universal cable that can be connected to a length of detonation cord. Alternatively, a wireless transceiver can be attached to the cord and connected to a smartphone, datajack, or similar machine. As an action, the explosives can be triggered from a wired detonator, or wirelessly from a connected machine or datajack. The cord can be disarmed by the creature who set them, or by another creature with a successful demolitionist's tools check.

When the trigger is activated, each foot of cord explodes in a 1-foot radius. Each target in the area must make a Dexterity saving throw. On a failed save, the target takes thunder damage for each foot of cord that exploded near it, to a maximum of 10 feet of cord. On a successful save, the target receives half as much damage. The detonation cord deals double damage to objects, vehicles, and structures.

The damage and the saving throw DC are determined by the tier of the explosive, as shown in the Detonation Cord table.

DETONATION CORD

TIER	DC	DAMAGE
1	14	1d6 thunder per foot (max 10d6)
2	16	1d10 thunder per foot (max 10d10)
3	18	2d6 thunder per foot (max 20d6)

EMP GRENADE

This EMP grenade is a black metal globe crisscrossed by gently glowing blue lines.

Tier 1. As an action, you can throw the grenade to a point within 60 feet of you, where it emits an EMP in a 30-foot-radius sphere.

Machines in the area cease to function for 1 minute. Constructs in the area with the Electronics feature must succeed on a DC 14 Constitution saving throw or they are stunned until the end of their next turn. Vehicles in the area must succeed on a DC 14 Constitution saving throw or their movement speed is reduced to 0 and they can't take actions or reactions until the end of your next turn.

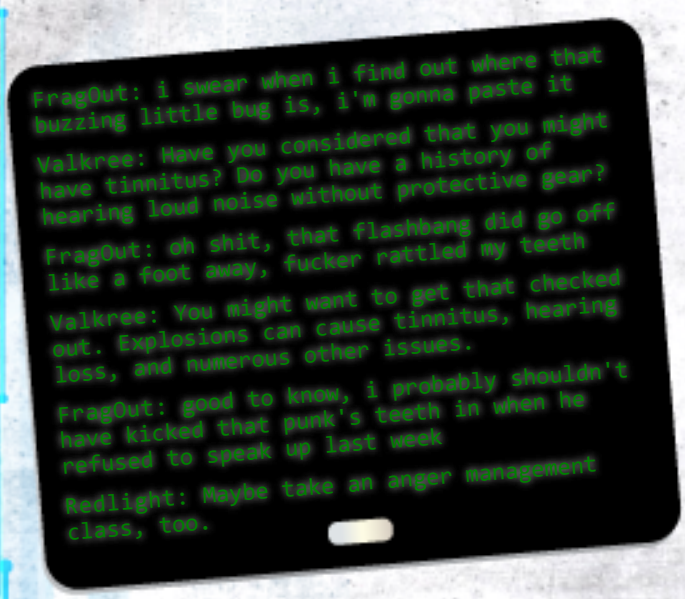
Additionally, wireless and radio connections in a 100-foot-radius centered on the point are suppressed for 1 minute.

Tier 2. The DCs are increased to 16. Wireless and radio connections in a 200-foot-radius centered on the point are suppressed for 1 minute.

Tier 3. The DCs are increased to 18. Wireless and radio connections in a 300-foot-radius centered on the point are suppressed for 1 minute.

FRAGMENTATION GRENADE

This explosive black canister has red lines tracing plates designed to break apart and spray shrapnel at nearby creatures.



As an action, you can throw the grenade to a point within 60 feet of you. Each target within 10 feet of that point must make a Dexterity saving throw, taking damage on a failed save, or half as much on a successful one.

The damage and the saving throw DC are determined by the tier of the grenade, as shown in the Fragmentation Grenade table.

FRAGMENTATION GRENADE

TIER	DC	DAMAGE
1	13	2d6 piercing + 2d6 thunder
2	15	4d6 piercing + 4d6 thunder
3	17	6d6 piercing + 6d6 thunder

FLASHBANG

This black canister has yellow marks tracing holes that will light up with a blinding flash and a deafening boom.

Tier 1. As an action, you can throw the flashbang to a point within 60 feet of you, where it explodes in a 10-foot-radius sphere. Each creature in the area must succeed on a DC 13 Constitution saving throw or be blinded and deafened until the end of your next turn. If the creature is concentrating on a spell, they must also make a DC 13 Constitution saving throw to maintain concentration.

Tier 2. The DCs are increased to 15.

Tier 3. The DCs are increased to 17.

NAPALM GRENADE

This black canister has orange marks tracing fluid ducts that will eject a highly flammable, sticky solution before igniting it in a burst of flame.

As an action, you can throw the grenade to a point within 60 feet of you, where it explodes in a 10-foot-radius sphere. Each target in the area must make a Dexterity saving throw. The target takes fire damage on a failed save and begins burning (see the condition), taking fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and is not burning.

The initial damage, the burning damage, and the saving throw DC are determined by the tier of the grenade, as shown in the Napalm Grenade table.

NAPALM GRENADE

TIER	DC	INITIAL DAMAGE	BURNING DAMAGE
1	13	3d6 fire	1d6 fire
2	15	6d6 fire	2d6 fire
3	17	9d6 fire	3d6 fire

PIPE BOMB

High explosives are compressed and packed into a steel pipe designed to unleash devastation on the surrounding area.

As an action, you can light a pipe bomb and throw it to a point within 60 feet of you, where it explodes in a 10-foot-radius sphere. Each target in the area must make a Dexterity saving throw, taking piercing and thunder thunder and on a failed save, or half as much on a successful one. The pipe bomb deals double damage to objects, vehicles, and structures.

Over the course of a minute a fuse can be rigged to cause the pipe bomb to explode after a set amount of time, up to 10 minutes.

The damage and the saving throw DC are determined by the tier of the bomb, as shown in the Pipe Bomb table.

PIPE BOMB

TIER	DC	DAMAGE
1	14	1d6 piercing + 2d6 thunder
2	16	2d6 piercing + 4d6 thunder
3	18	3d6 piercing + 6d6 thunder

PLASTIC EXPLOSIVE

These highly stable moldable, and adhesive explosive compounds are military grade.

Over the course of one minute, a creature can plant and arm these explosives. Plastic explosives include a timed trigger that can be set up to a week in advance. Alternatively, a wireless transceiver can be attached to the explosives and connected to a smartphone, datajack, or similar machine. As an action, the explosives can be triggered wirelessly from a connected machine or datajack. The cord can be disarmed by the creature who set them, or by another creature with a successful demolitionist's tools check.

When the trigger is activated, it explodes in a 40-foot-radius sphere. Each target in the area must make a Dexterity saving throw. On a failed save, the target takes thunder damage and is knocked prone. On a successful save, the target receives half as much damage and is not knocked prone. The plastic explosive deals double damage to objects, vehicles, and structures.

The damage and the saving throw DC are determined by the tier of the explosive, as shown in the Plastic Explosive table.

PLASTIC EXPLOSIVE

TIER	DC	DAMAGE
1	14	8d6 thunder
2	16	14d6 thunder
3	18	20d6 thunder

RAZORWIRE MINE

This squat octagonal metal cylinder automatically alters its camouflage to blend into the nearby terrain or flooring. When approached, the mine will erupt into a flurry of lashing razor-thin wires that grab and hold the nearest target.

Over the course of 3 rounds, you can arm this mine on a flat surface to be triggered by movement. At least one action must be used each round to arm the mine.

The mine is triggered when a target that it can see other than the creature who set up the mine moves within 10 feet of it. The mine has 10 feet of darkvision. If the mine is moved, it disarms itself.

When the trigger is activated, the nearest creature must make a Dexterity saving throw. On a failed save, the creature takes slashing damage and is restrained. On a successful save, the creature takes half damage and isn't restrained. A creature restrained by the razorwire can use its action to make a Strength check. On a successful check, it frees itself.

The damage, saving throw DC, and Strength check DC are determined by the tier of the mine, as shown in the Razorwire Mine table. The DC also determines the DC of the Wisdom (Perception) or Intelligence (Investigation) check required to see the camouflaged mine once it is armed.

RAZORWIRE MINE

TIER	SAVE/CHECK DC	DAMAGE
1	14	6d6 slashing
2	16	10d6 slashing
3	18	14d6 slashing

SMOKE GRENADE

This black canister has gray marks tracing holes that will produce large quantities of smoke in a short period of time.

As an action, you can throw the grenade to a point on the ground you can see within 60 feet of you. Where the grenade lands, a 20-foot-radius sphere of smoke will appear. The smoke spreads around corners, and its area is heavily obscured. It lasts for one minute, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

TEAR GAS

This black canister has green marks tracing vents that will produce large quantities of tear gas in a cloud.

Tier 1. You create a 20-foot-radius sphere of yellow, nauseating gas centered on a point within range. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a DC 14 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that are immune to being poisoned automatically succeed on this saving throw.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Tier 2. The DC is increased to 17.

EXPLOSIVES LIST

NAME	TIER	COST	WEIGHT
Antimagic Grenade	1	9,000₵	1 lb.
Antimagic Grenade	2	90,000₵	1 lb.
Antimagic Grenade	3	900,000₵	1 lb.
Claymore	1	8,000₵	3 lb.
Claymore	2	80,000₵	3 lb.
Claymore	3	800,000₵	3 lb.
EMP Grenade	1	6,000₵	1 lb.
EMP Grenade	2	60,000₵	1 lb.
EMP Grenade	3	600,000₵	1 lb.
Detonation Cord (10 feet)	1	10,000₵	.2 lb.
Detonation Cord (10 feet)	2	100,000₵	.2 lb.
Detonation Cord (10 feet)	3	1,000,000₵	.2 lb.
Flashbang	1	4,500₵	1 lb.
Flashbang	2	45,000₵	1 lb.
Flashbang	3	450,000₵	1 lb.
Fragmentation Grenade	1	5,000₵	1 lb.
Fragmentation Grenade	2	50,000₵	1 lb.
Fragmentation Grenade	3	500,000₵	1 lb.
Napalm Grenade	1	5,500₵	1 lb.
Napalm Grenade	2	55,000₵	1 lb.
Napalm Grenade	3	550,000₵	1 lb.
Pipe Bomb	1	5,500₵	2 lb.
Pipe Bomb	2	55,000₵	2 lb.
Pipe Bomb	3	550,000₵	2 lb.
Plastic Explosive	1	40,000₵	2 lb.
Plastic Explosive	2	400,000₵	2 lb.
Plastic Explosive	3	4,000,000₵	2 lb.
Razorwire Mine	1	8,500₵	2 lb.
Razorwire Mine	2	85,000₵	2 lb.
Razorwire Mine	3	850,000₵	2 lb.
Smoke Grenade	-	4,000₵	1 lb.
Tear Gas	1	10,000₵	1 lb.
Tear Gas	2	100,000₵	1 lb.

EXPLOSIVE OBJECTS

Highly-flammable chemicals, high-pressure gasses, and corrosive slimes are all a natural part of business. Of course, it would too dangerous to simply have puddles or clouds of the stuff sitting around. Instead, pour it all into metal barrels, preferably color-coded for their contents, and leave them here, there, and everywhere; health and safety regulations be damned!

This section lists a number of explosive objects that one might find at various corporate and criminal sites, depending on the work performed there. All explosive objects have hit points, AC, weight, a size category, an immunity to poison and psychic damage, and an effect when they are reduced to 0 hit points.

The objects in the following section are listed in alphabetical order.

THROWING EXPLOSIVE OBJECTS

If a creature can carry the weight of the explosive object, the creature can use it as an improvised thrown weapon, which has a normal range of 20 feet and a long rage of 60 feet, so long as it has the limbs and carrying capacity to carry it. To throw the explosive object to an unoccupied space, the attack roll must equal or exceed 10 or it misses. On a miss, the explosive object scatters 15 feet from the target in a random direction.

CHAOS BARREL

Small object, 80 lb.

Armor Class 14
Hit Points 15

Damage Immunities poison, psychic

Released Energy. When the barrel is reduced to 0 hit points, a blast of chaotic energy escapes it in a 20-foot-radius sphere centered on the barrel. Creatures in the area must succeed on a DC 14 Wisdom saving throw. On a failed save, the creature suffers a random effect. The random effect is determined by rolling a d8:

1. The creature can't take reactions, and at the start of its next turn, it uses its action to make a single melee or ranged attack against the nearest creature. It then immediately ends its turn. If the creature can't attack, it does nothing on its turn.

2. The creature is frightened of the barrel until the end of its next turn, and uses its movement to move away from the barrel.

3. The creature is polymorphed into an axolotl (use the lizard statistics from the Monster Manual) for 1 minute, or until reduced to 0 hit points .

4. The creature is petrified until the end of its next turn.

5. The creature is charmed by the nearest creature it can see for 10 minutes or until it takes any damage, and regards it as a beloved friend. If it can't see a creature, it is charmed by next creature it sees within 10 minutes.

6. The creature is invisible until the end of its next turn.

7. Gravity is reversed for the creature until the end of its next turn, and if it isn't anchored to the ground, it falls upward, up to 80 feet above its original position. If it falls 80 feet without striking anything, it remains there, oscillating slightly. The creature can make a DC 14 Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall.

8. The target forgets all events that occurred in the last hour, instead thinking it spent the time playing with the chaos barrel, enjoying its company, and fearing its inevitable death. This effect lasts until dispelled, as if it were a spell.

Failing Wards. When the barrel doesn't have all its hit points, it takes 1d4 force damage at initiative count 0.

CHARGED BATTERY BANK
Medium object, 1,200 lb.

Armor Class 15
Hit Points 20

Damage Resistances lightning
Damage Immunities poison, psychic

Voltaic Discharge. When the battery bank is reduced to 0 hit points, it releases a violent surge of electricity in a 40-foot-radius sphere centered on the battery bank. Up to three bolts leap from the battery bank to the nearest three creatures or vehicles in the area. Targets of the bolts must succeed on a DC 17 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much on a successful one.

CORROSIVE FLUID BARREL
Small object, 350 lb.

Armor Class 13
Hit Points 15

Damage Immunities acid, poison, psychic

Caustic Splash. When the barrel is reduced to 0 hit points, acid splashes onto the ground in a 20-foot radius centered on the barrel for 10 minutes. When a creature moves into or within the area, it takes 7 (3d4) acid damage for every 5 feet it travels. After 10 minutes, the acid is neutralized and the effect ends.

CRYO TANK
Tiny object, 80 lb.

Armor Class 15
Hit Points 15

Damage Immunities cold, poison, psychic

Freezing Burst. When the tank is reduced to 0 hit points, it explodes in a 20-foot-radius sphere centered on the tank. Targets in the area must succeed on a DC 16 Constitution saving throw. On a failed save, the target takes 36 (8d8) cold damage and its speed is halved until the end of its next turn. On a successful save, it takes half as much damage and its speed isn't halved.

High Pressure. When the tank doesn't have all its hit points, it takes 1d4 piercing damage at initiative count 0.

EXPLOSIVE BARREL
Small object, 180 lb.

Armor Class 14
Hit Points 10

Damage Immunities poison, psychic

Blast. When the barrel is reduced to 0 hit points, it explodes in a 20-foot-radius sphere centered on the barrel. Targets in the area must succeed on a DC 14 Dexterity saving throw, taking 7 (2d6) piercing and 17 (5d6) thunder damage on a failed save, or half as much on a successful one. Objects, vehicles, and structures take double damage from the explosion.

High Pressure. When the barrel doesn't have all its hit points, it takes 1d4 piercing damage at initiative count 0.

FUEL BARREL
Small object, 350 lb.

Armor Class 14
Hit Points 10

Damage Vulnerabilities fire
Damage Immunities cold, poison, psychic

Combustible. When the barrel takes fire damage, it takes 1d4 fire damage at initiative count 0.

Fiery Burst. When the barrel is reduced to 0 hit points, it explodes in flames in a 20-foot-radius sphere centered on the barrel. Targets in the area must succeed on a DC 14 Dexterity saving throw. On a failed save, the target takes 14 (4d6) fire damage and begins burning for 1 minute, taking 7 (2d6) fire damage at the start of each of its turns. On a successful save, the target takes half damage and does not begin burning.

FUEL CAN
Tiny object, 40 lb.

Armor Class 10
Hit Points 5

Damage Vulnerabilities fire
Damage Immunities cold, poison, psychic

Combustible. When the can takes fire damage, it takes 1d4 fire damage at initiative count 0.

Fiery Flash. When the can is reduced to 0 hit points, it explodes in flames in a 10-foot-radius sphere centered on the can. Targets in the area must succeed on a DC 12 Dexterity saving throw. On a failed save, the target takes 7 (2d6) fire damage and begins burning for 1 minute, taking 3 (1d6) fire damage at the end of its turns. On a successful save, the target takes half damage and does not begin burning.

FUEL TANK
Large object, 28,000 lb.

Armor Class 15
Hit Points 30

Damage Vulnerabilities fire
Damage Immunities cold, poison, psychic

Blazing Blast. When the tank is reduced to 0 hit points, it explodes in flames in a 40-foot-radius sphere centered on the tank. Targets in the area must succeed on a DC 16 Dexterity saving throw. On a failed save, the target takes 35 (10d6) fire damage and begins burning for 1 minute, taking 14 (4d6) fire damage at the start of each of its turns. On a successful save, the target takes half damage and does not begin burning.

Combustible. When the tank takes fire damage, it takes 1d4 fire damage at initiative count 0.

FUEL VAT
Huge object, 180,000 lb.

Armor Class 13
Hit Points 50

Damage Vulnerabilities fire
Damage Immunities cold, poison, psychic

Catastrophic Blast. When the vat is reduced to 0 hit points, it explodes in flames in a 60-foot-radius sphere centered on the can. Targets in the area must succeed on a DC 18 Dexterity saving throw. On a failed save, the target takes 52 (15d6) fire damage and begins burning for 1 minute, taking 21 (6d6) fire damage at the start of each of its turns. On a successful save, the target takes half damage and does not begin burning.

A secondary explosion in the form of a 90-foot cone of flame erupts in a random direction from the vat, causing the same effect as the explosion in that area, but a target in the area of both explosions is affected only once.

Combustible. When the vat takes fire damage, it takes 1d4 fire damage at initiative count 0.

GLUE BARREL
Small object, 350 lb.

Armor Class 12
Hit Points 10

Damage Immunities poison, psychic

Sticky Situation. When the barrel is reduced to 0 hit points, glue splashes onto the ground in a 20-foot radius centered on the barrel for 10 minutes. When a creature enters the area on its turn or starts its turn there, it must make a DC 14 Strength saving throw. On a failed save, the creature's speed is reduced to 0 until the start of its next turn. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

MANA BARREL
Small object, 80 lb.

Armor Class 14
Hit Points 15

Damage Immunities force, poison, psychic

Magic Surge. When the barrel is reduced to 0 hit points, it releases flash a of magical force in a 20-foot-radius sphere centered on the barrel. Targets in the area must make a DC 15 Strength saving throw. On a failed save, a target takes 33 (6d10) force damage and is pushed 20 feet away from the barrel. On a successful save, the target takes half damage is not pushed.

Failing Wards. When the barrel doesn't have all its hit points, it takes 1d4 piercing damage at initiative count 0.

MONKEY BARREL
Medium object, 400 lb.

Armor Class 15
Hit Points 25

Damage Immunities poison, psychic

Savage Freedom. When the barrel is reduced to 0 hit points, it releases a swarm of monkeys (see Appendix C for its statistics) that is hostile and attacks the nearest creatures.

Failing Containment. When the barrel doesn't have all its hit points, it takes 1d6 piercing damage at initiative count 0.

NANOMACHINE BARREL
Small object, 80 lb.

Armor Class 16
Hit Points 25

Damage Immunities necrotic, poison, psychic

Released Swarm. When the wasp nest is reduced to 0 hit points, it releases a hostile nanomachine swarm that is hostile and attacks the nearest creatures.

Ruptured Casing. When the barrel doesn't have all its hit points, it takes 1d6 piercing damage at initiative count 0.

RADIOACTIVE WASTE BARREL
Small object, 350 lb.

Armor Class 15
Hit Points 20

Damage Immunities poison, psychic

Toxic Meltdown. When the barrel is reduced to 0 hit points, toxic waste splashes out of the barrel in a 20-foot-radius sphere centered on the barrel. When a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 15 Constitution saving throw. On a failed save, the creature takes 8d6 radiant damage and gains one level of irradiated. On a successful save, the target takes half damage and isn't irradiated.

Creatures that spend a total of 10 minutes within 100 feet of the the area must make a DC 15 Constitution saving throw or gain 1 level of irradiated.

TOXIC GAS BARREL
Small object, 80 lb.

Armor Class 14
Hit Points 20

Damage Immunities poison, psychic

Poison Cloud. When the barrel is reduced to 0 hit points, it emits a 10-foot-radius sphere of choking gas appears centered on the barrel. The gas spreads around corners. It lasts for 1 minute until it disperses, or until strong wind disperses the gas. On initiative count 0, the radius increases by 10 feet to a maximum radius of 60 feet. Its area is heavily obscured.

When a creature enters the area for the first time on a turn or starts its turn in it, that creature must make a DC 13 Constitution saving throw. The creature takes 4d8 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath, but they are immune to the gas if they wear a gask mask or hazmat suit.

WASP NEST
Tiny object, 10 lb.

Armor Class 10
Hit Points 8

Damage Immunities poison, psychic

Angry Wasps. When the wasp nest is reduced to 0 hit points, it releases a swarm of wasps (see the Monster Manual for its statistics). The wasps are hostile and attack the nearest creatures.

DRUGS

Look, I get it, it's a hard knock life. If you're not trying to climb social and economic ladders, you're probably falling and catching each rung in the face on the way down. Either way, it's an unpleasant experience. Not the kind of thing a person should have to face sober.

Of course, modern drugs are often for more than just getting high. There's a market for tailored combat stimulants for criminal and military operators, and even common gangsters might get their hands on them. Certain chemicals assist with mentally or creatively difficult work, or allow the user to function under extreme sleep deprivation.

Whatever your poison is, sooner or later it's going to get its addictive tendrils into you. After all, the dealers, whether they are the shady criminal type or the slickly advertised and legal type, need to keep you coming back for more, and more, and more.

CONSUMING DRUGS

Drugs are addictive substances that grant effects to creatures that consume doses of them. You can consume a dose of drugs as an action or bonus action, and they are typically inhaled, ingested, injected, or applied via a skin patch.

Creatures that are immune to being poisoned cannot be affected by drugs. Spells and effects that neutralize a poison can neutralize the effects of a drug, though only powerful magic will be able to release a person from their addiction.

ADDICTION

When drugs or other addictive substances are consumed by a creature, the creature will make a saving throw to avoid becoming addicted or heightening their addiction to the drug. However, they don't have to make a saving throw if the dose they consume is within their addiction level's feed rate.

Physically addictive drugs require Constitution saving throws, while psychologically addictive drugs require Wisdom saving throws.

LEVELS OF ADDICTION

On a failed addiction saving throw, the creature gains 1 level of addiction with that drug. A creature can have addiction levels with more than one drug, and will track each addiction level separately. If the d20 roll for an addiction saving throw is a 1, the saving throw fails, regardless of any modifiers.

A greater restoration spell, or similar magic, reduces a creature's addiction level by 1. When a creature has addiction level 3 with a drug, a creature gains no benefits from consuming that drug except for meeting their feed rate. A creature cannot go higher than addiction level 3.

FEED RATE

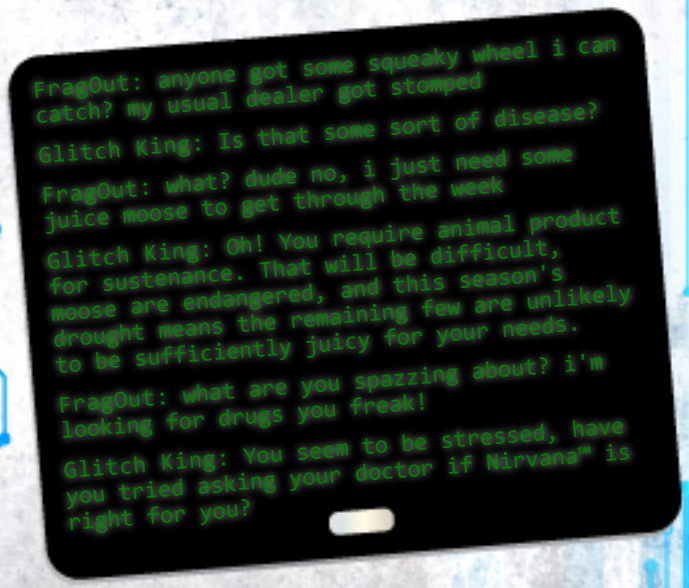
A creature must consume enough doses of a drug to meet their feed rate or it goes into withdrawal (see Appendix A: Conditions) from that drug. Consuming doses up to an addiction level's feed rate does not risk raising the addiction level, and does not require a saving throw. Only consuming doses beyond your feed rate requires a saving throw.

Refer to the addiction feed rate in the chart below, treating each week or day separately for feed rate. If consuming a drug causes you to gain a level of addiction, that drug applies against your current feed rate.

ADDICTION FEED RATE

LEVEL	DESCRIPTION	FEED RATE
Level 1	Mild addiction	1 dose per week
Level 2	Moderate addiction	1 dose per day
Level 3	Severe addiction	3 doses per day

For example, if a creature suffering level 2 addiction consumes 1 dose in a day, then they do not require a saving throw and do not go into withdrawal. However, if they consume a 2nd dose in the same day, they must make an addiction saving throw, potentially going to level 3 addiction.



MULTIPLE ADDICTIONS

A creature can be addicted to more than one drug, and must track addiction levels for each drug separately. A creature can also be in withdrawal from more than one drug simultaneously.

OVERDOSING

If a creature uses 3 or more doses of drugs within one hour, it begins overdosing (see Appendix A: Conditions).

EXAMPLE OF PLAY FOR DRUGS

Drug use and its repercussions are meant to take place over the course of days or weeks. They provide immediate benefits, but at the cost of potential long-term complications. Here is an example of play with drugs, addiction, and withdrawal.

The player characters get ready to infiltrate a well-protected area. One character has already dabbled in drugs with nameless, and has a level 1 addiction to it.

DM: You stand outside the den of the crime boss, which is guarded by several armed goons.

Player: I'll talk our way past them. Hold on, let me get a hit of this nameless to help smooth things over.

DM: You've already had a dose earlier this week, so this is above your feed rate. Roll a Wisdom saving throw for addiction.

Player: Damn, I got an 8.

DM: You feel the drug take hold of your system again, and you realize you're starting to get a real taste for it. Your addiction level is raised from 1 to 2 for nameless. Your feed rate is one dose per day, now.

Player: Oh well, I go up to the loneliest goon I see. "Hey hot stuff, you mind letting us past?"

DM: Make a Persuasion check.

Player: I'll add 1d4 from the drug, use the once-per-drug ability to make it with advantage.

Later, the group is captured by the crime boss, stripped of their belongings and thrown into a barred cell. After cooling their heels for the night and the next day, the player remembers that they need nameless to feed their addiction.

Player: I don't have any nameless today, so I guess I'm shit out of luck.

DM: You go to sleep that night in the cell and wake up the next morning with a pounding headache and drenched in sweat. You go into withdrawal, gaining one level of exhaustion, and reducing your addiction level by 1, to level 1. Another day passes, and your addiction level is reduced to 0, but you're up to level 2 exhaustion. If you rest a couple more days, you'll recover from the exhaustion and be out of withdrawal.

Player: Oh, fuck this. Hey, guard! Who do I have to sell out to get some nameless in here?

After selling out his contact, the character gets a few doses of nameless. On consuming a dose, the withdrawal is removed, as is their exhaustion level. However, their addiction returns to level 2, right back where they started.

COMMON DRUG LIST

Most drugs are easy to procure so long as a drug dealer is available. You can consume drugs as an action or bonus action, and they are typically inhaled, ingested, injected, or applied via a skin patch. Drug prices are per single dose, and they weigh .2 lb. per dose.

DRUG	PRICE	ADDICTION SAVING THROW
Amp	80₵	DC 14 Wisdom
Grind	150₵	DC 15 Constitution
Muse	100₵	DC 14 Constitution
Nameless	200₵	DC 14 Wisdom
Nightlight	150₵	DC 15 Constitution
Nirvana	60₵	DC 13 Wisdom
Sharp	250₵	DC 13 Wisdom
Valhalla	180₵	DC 15 Constitution
Wave	120₵	DC 13 Wisdom

AMP

A popular stimulant that causes the user to feel wired, energetic, and hyper-alert. Side effects include fidgeting, twitchiness, paranoia, irregular heartbeat, and death. Comes in multiple fruity flavors.

For one hour after consuming this drug, you have advantage on initiative rolls and Wisdom (Perception) checks.

GRIND

A cocktail of powerful chemicals that suppresses the body's natural limiters on muscle use, floods the user with energy, and instills the user with feelings of immortality. That's a recipe for a good time.

For one hour after consuming this drug, you can add 1d4 to your Strength checks and Strength saving throws. Once during this time, you can gain advantage on a Strength ability check or Strength saving throw, or an attack using Strength.

MUSE

A crutch for those living with chronic pain, muse dulls the agony of wounds, old and new. This pain reliever's side effects include rapid heartbeat, chest tightness, mood swings, abnormal thoughts, and hallucinations. Ask your doctor if muse is right for you!

For one hour after consuming this drug, you can add 1d4 to your Constitution checks and Constitution saving throws except for addiction saving throws, and you gain temporary hit points equal to your character level.

Temporary hit points cannot be gained by consuming muse more than once per hour.

NAMELESS

This highly addictive party drug causes heightened euphoria, stimulates energy and attentiveness levels, and overrides social anxiety. Side effects may include restlessness, talkativeness, irritability, anxiety, and panic attacks.

For one hour after consuming this drug, you can add 1d4 to your Charisma checks and Charisma saving throws. Once during this time, you can gain advantage on a Charisma ability check or Charisma saving throw, or an attack using Charisma.

NIGHTLIGHT

This drug is popular among gamers, streamers, hackers, and anyone with long shifts. It's composed of tailored hormones that stimulate and regulate the brain, making sleep unnecessary for a time.

For 12 hours you suppress the effects of up to two levels of exhaustion. You can consume an additional dose to extend the duration by 12 hours, up to a maximum of 72 hours. You cannot sleep during this time. To gain the benefits of a long rest, you can spend 8 hours doing light activity, such as forum browsing or keeping watch.

When the drug wears off, you immediately fall unconscious for one third of the time you were under the drug's effects. This drug grants its benefits even if you have a level 3 addiction with it.

NIRVANA

This narcotic instills a sense of absolute euphoria in the user. Many prefer this peaceful state over actually experiencing their dismal lives, spending days in bliss as their bodies slowly deteriorate.

For one hour after consuming this drug, you have advantage on saving throws against being frightened.

SHARP

This stimulant and hormone cocktail causes the user to become extremely attentive, focused, and assists with recalling memories and factoids. However, the user can also become detached from reality and emotions as they obsessively pursue a chosen goal.

For one hour after consuming this drug, you can add 1d4 to your Intelligence checks and Intelligence saving throws. Once during this time, you can gain advantage on an Intelligence ability check or Intelligence saving throw, or an attack using Intelligence.

VALHALLA

This refined refined muscle relaxant smooths out involuntary spasms and steadies your hands, while boosting your reflexes. As a side-effect, the user also feels unstoppable, showing little regard for their personal well-being.

For one hour after consuming this drug, you can add 1d4 to your Dexterity checks and Dexterity saving throws. Once during this time, you can gain advantage on a Dexterity ability check or Dexterity saving throw, or an attack using Dexterity.

WAVE

A hallucinogen that opens the user's mind to the infinity of the universe, both externally, and, like, internally. Users of this psychedelic drug are prone to seeing visions, exploring ideas, and overeating.

For one hour after consuming this drug, you can add 1d4 to your Wisdom checks and Wisdom saving throws. Once during this time, you can gain advantage on a Wisdom ability check or Wisdom saving throw, or an attack using Wisdom.

RARE DRUG LIST

These designer drugs are not typically available on the street. They are typically manufactured for military, arcane, or illegal activity. Addiction to and withdrawal from these drugs may come with additional complications.

DRUG	ADDICTION SAVING THROW
Ascend	DC 19 Wisdom
Fren-Z	DC 19 Constitution
Chron	DC 18 Wisdom
Drift	DC 15 Wisdom
Empath	DC 18 Wisdom

ASCEND

This drug was developed by a secret society of mages attempting to bolster their own power. They succeeded, but the drug has rather esoteric side effects. When you consume this drug, you restore an expended spell slot. The spell slot must be 5th level or lower.

When you gain a level of addiction with this drug, for 24 hours, immediately after you cast a spell of 1st level or higher, roll a d20. If you roll a 10 or lower, roll on the Wild Magic Surge table (PHB pg. 104) to create a random magical effect.

While you are in withdrawal from this drug, when you cast a spell of 1st level or higher, you must expend a spell slot at least one level higher than the level of the spell you cast. For example, if you wanted to cast magic missile, a 1st level spell, you must cast it with a spell slot of 2nd level or higher.

CHRON

Intended to create super soldiers, this drug grants the user limited precognition, allowing them to preplan the outcomes of combat. Its production was discontinued after the effects of withdrawal were deemed too severe. For 1 minute, at the end of each of your turns, you can choose to rewind time to the start of your turn, even if you are incapacitated or dead. You can do this no more than once per turn.

At addiction level 3, you can still consume chron and gain the benefits of the drug. When you go into withdrawal from this drug, you do not reduce your level of addiction or gain levels of exhaustion. Instead, you automatically fail death saving throws until you are no longer in withdrawal.

EMPATH

Developed as a method for creating psychics, this drug grants the user power over the minds of others. Addiction to this drug can make the user quite unstable. For 10 minutes, you can cast the following spells at will without material components: command, detect thoughts, phantasmal force, phantasmal killer.

At certain levels of addiction with empath, you can cast additional spells during its duration without expending a spell slot. At addiction level 1 or higher, you can cast fear no more than once per day. At addiction level 2 or higher, you can cast synaptic static. At addiction level 3, you can cast the feeblemind. Once you have cast either spell, you cannot cast that spell again until you have finished a long rest.

The spell save DC for these spells is 8 + your proficiency bonus + twice your addiction level with empath.

At addiction level 3, you can still consume empath and gain the benefits of the drug. If you fail the addiction saving throw for this drug, you also succumb to short-term madness after the drug wears off, as determined by rolling on the Short-Term Madness table (DMG pg. 259). When you go into withdrawal from this drug, you also succumb to long-term madness, as determined by rolling on the Long-Term Madness table (DMG pg. 260). Instead of its normal duration, you are affected by the long-term madness until you are no longer in withdrawal.

DRIFT

Used by shamans to explore the planes beyond our own, this drug is best consumed in a smoke lodge in the company of those you trust. However, users of the drug risk becoming untethered from this world.

When you consume this drug, for 8 hours you are under the effects of the astral projection spell as if another creature had cast it on you. When the drug wears off you return to your body. If you consume another dose within 1 hour, you can return to the location had been in the Astral Plane immediately before drug wore off.

At addiction level 3, you can still consume drift and gain the benefits of the drug. If you fail the addiction saving throw for this drug, your next long rest must be at least 12 hours long before you gain the benefits of it. While you are in withdrawal from this drug, your presence on the Material Plane is tenuous. At the start of each of your turns in combat, roll a d6. If you roll a 1, you are transported to the Astral Plane. At the end of your turn, you reappear in the space you left or in the nearest unoccupied space if that space is occupied.

FREN-Z

This military drug allows the user to unlock the mental limits on their muscles while flooding the user's system with aggression and anger producing hormones. It has the unfortunate side effect of causing the user to go out of control in battle.

For 1 minute, you gain a +3 bonus to damage with weapon attacks using Strength, your speed increases by 15 feet, and you gain 10 temporary hit points at the start of your turn.

During this time, when a creature damages you, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you. If you can make extra attacks as part of the attack action, you use those extra attacks. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

When you gain a level of addiction with this drug, after the effects of the drug end, you succumb to short-term madness after the drug wears off, as determined by rolling on the Short-Term Madness table (DMG pg. 259). While you are in withdrawal from this drug, if you see another creature within 60 feet of you, you must succeed on a DC 15 Wisdom saving throw or go berserk.

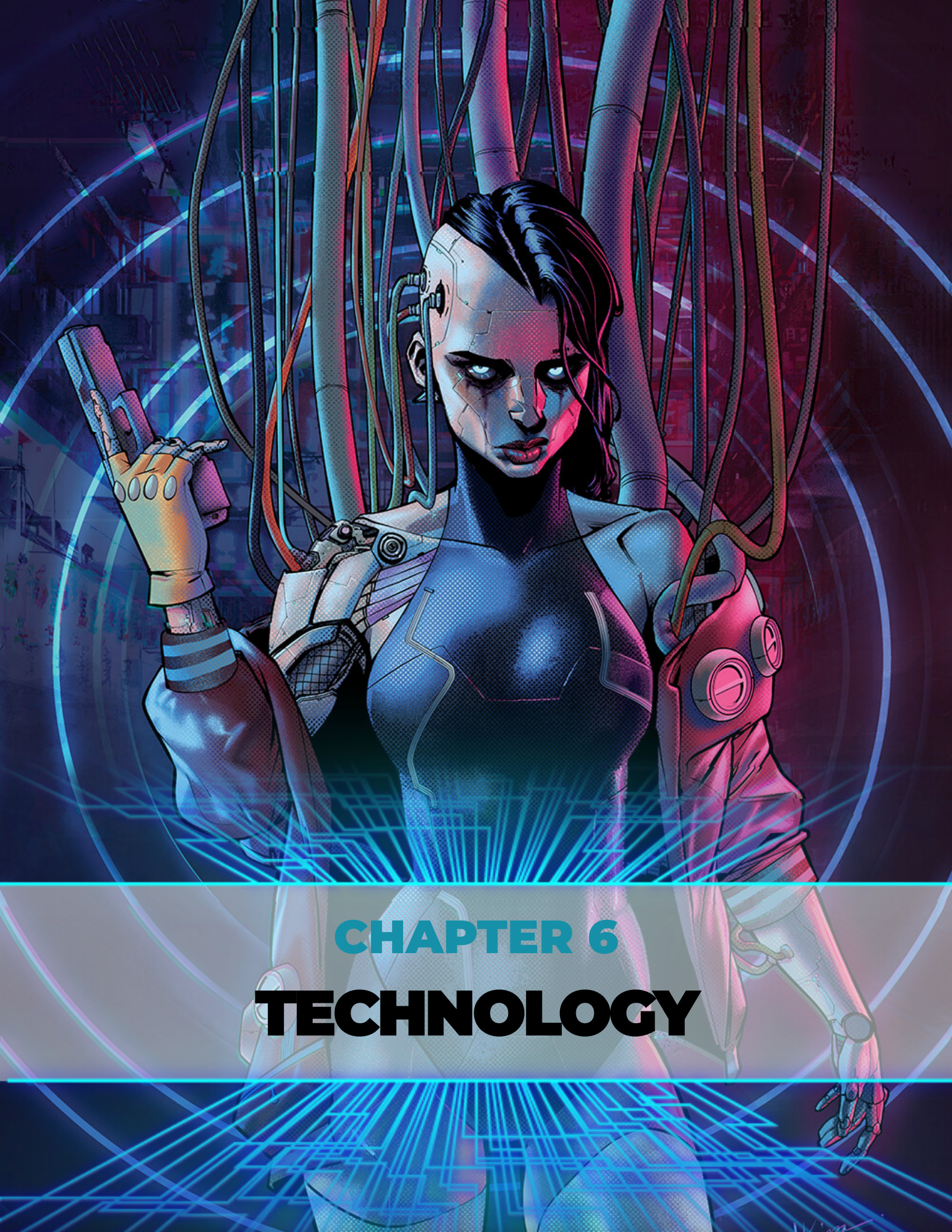
OTHER ADDICTIONS

Addiction and withdrawal don't have to soley be used for drugs. There are numerous activities and vices that can become addictive.

For example, there are software developers that create sense-chips that, when connected to a creature's datajack port, launch them into a VR simulation designed to stimulate the user in one manner or another. The simulation may consist of porn, violence, a sense of accomplishment, joy, sorrow, or any number of other addictive experiences that stimulate a person's psyche.

Alternatively, character might be addicted to gambling, gaming, alcohol, or even more esoteric topics, such as the love for one's family, hatred, or fame. A character's feed rate for these addictions can be adjusted to make sense for the specific addiction.

It's not recommended to make everything addictive, as withdrawal can be very punishing, but if the player and the DM want to bring mechanics into a character's motivations, bonds, or flaws, then addiction can be a useful roleplaying tool. It may also be a reason for awarding inspiration when a character interacts with their addiction.



CHAPTER 6

TECHNOLOGY

It's hard to imagine there was life before the internet. A time before every living (or dead) person, every appliance, car, street lamp, and every square inch of civilization was connected to each and every other piece. Even without the extraplanar realms, there exists a world parallel to meatspace, an ocean of data stored in binary bits. There are countless portals to this digital world that people have sitting around in their pockets, their homes, or even in their heads.

This chapter provides the description and rules of utilizing technology to interact with this mirror world, allowing characters to browse the internet, enter it with virtual reality, break it through hacking, and more.

THE INTERNET

The internet is a world-spanning telecommunication system that connects people, places, and things. The internet has become so ingrained in business and society that many cannot imagine a life without it. Its proliferation has bridged the gap between civilizations, cross-contaminating cultures in ways previously unimaginable.

However, this melting pot hides a seething cesspool just beneath the surface. It brings together people with dangerous ideologies, and allows malicious entities to prey upon victims on a global scale.

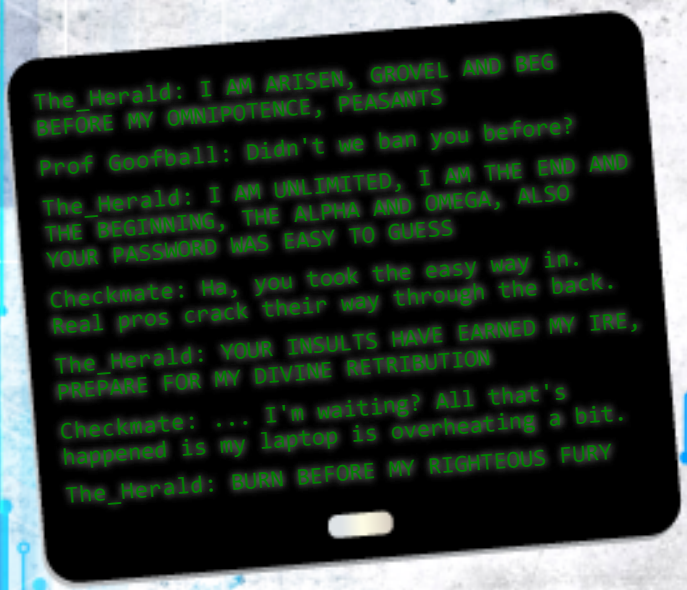
NETWORKS

Network is the generic term for a telecommunication system like the internet, but usually on a smaller scale. A local network ranges in size from a small family network for a few computers around a home, to a business network encompassing a huge multi-building complex.

Typically, networks are protecteed from the rest of the internet with firewalls and other security mechanisms to keep data and resources from being vulnerable access and abuse from the rest of the world. Important networks that hold corporate or government classified information are even air-gapped from the internet, so there is no connection at all.

A network can still cross large geographical distances, and even cross through sections of the internet with the help of cryptography to keep that information secure as it travels through uncontrolled space.

In game terms, a network consists of the numerous, integrated mesh of connections between multiple machines.



MACHINES

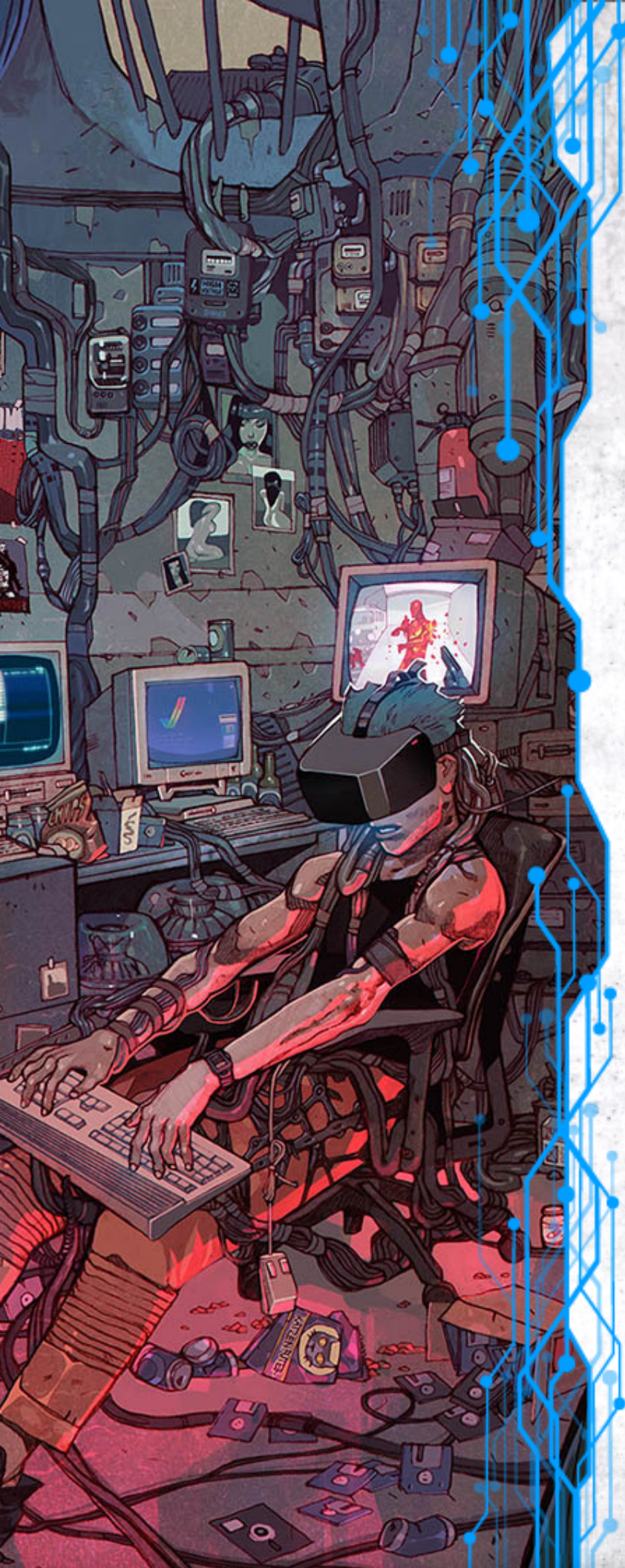
Almost all modern appliances and devices have systems for storing and using the information they need. Machines can be connected to each other by universal cables or wirelessly, forming a network and allowing them to communicate information.

For the purpose of these rules, a machine is an object with information processing or storage capabilities, such as a smartphone, computer, vending machine, flash drive, router, microwave, magnetic lock. A machine is not a building or vehicle that is composed of many other machines and objects.

While even everyday items such as clothes, furniture, food containers, and dish detergent have tiny identification chips for the purpose of sales and inventory tracking, singular chips or circuit boards do not make an object a machine.

PORT

A port is an interface that allows connection to a machine, and possibly to other machines connected to that machine in a network. A port may be a data outlet on a computer, a socket on the underside of a magnetic lock for maintenance, a receptacle allowing access to a vehicle's computer, or a small jack in a wall that connects to a network router. They may also be wireless in nature, allowing connections through a wireless signal to a machine, from one wireless chip to another.



These ports are generally standardized for the sake of simplicity, and can be connected to with a universal cable or wireless transceiver. Almost all machines will have ports for access and maintenance, though they may not be immediately accessible to any passersby.

WIRELESS

Many machines have wireless capabilities for flexibility and efficiency. Other machines with wireless capabilities may be able to connect to wireless ports. For example, you can connect your smartphone to a wireless router and send a command to open your garage if the door is on the same network as the router.

Wireless networks are often limited to certain areas, such as within a radius of a machine or the interior of a building.

ACCESSING A MACHINE

Access to a machine may be limited to certain individuals who are granted keys, which let a user authenticate themselves to the machine and gain access. Often this is represented as a login screen, although it may appear more esoteric in VR. A key may be a password, an identification card, a fingerprint, a spoken word, or a combination of multiple factors. The only way to access a machine without having the key is to use hacking tools.

There may be different levels of access, such as standard user and administrator, or specific accounts for each user. A standard user may not have access to all of the functions that an administrator has.

You may be able to access a machine through a terminal, such as a monitor and keyboard, or by connecting to it wirelessly or over a network. A machine cannot be accessed at all if it is turned off, or if it is not functioning for any reason, such as a nearby EMP.

NETWORK CYBERNETICS

With a datajack that has been surgically integrated with its brain, a creature can connect itself to a machine through a port. If a machine is connected to a network, then the user may also be able to gain access to it, and other machines on the network, or reach the internet.

VIRTUAL REALITY (VR)

When connected to a machine or network with the datajack, the datajack uses VR technology to feed sensory input from the machine or network to the user's brain, simulating sight, sound, touch, smell, and taste. Organizations, businesses, and corporations will often develop virtual locations which range from realistic and professional to fantastic and bizarre.

A forum for religious discussion might be set in a medieval temple on a snowy mountaintop, while a business meeting might be set in a tranquil garden with a koi pond. In this space, creatures appear as their avatar, a representation of themselves in any form (subject to local protocols for decency and taste).

Basic machines, such as a vending machine, will often have no or extremely basic aesthetics, focusing instead on utility and control mechanisms. However, such machines in a network may be made a part of the network's VR experience, so that an elevator in a skyscraper in real life becomes a teleporter hub aboard a huge starship.

Be aware that connecting to a machine with VR is potentially dangerous, since your psyche is integrated with your avatar and partially uploaded to a network. Because of this, you can only be connected to one VR instance at a time. While you are in VR, you are still conscious and capable of your normal activity in the physical world. If you are disconnected from a network without properly exiting, you risk a psychic breakdown known as dumpshock. This may occur if, for example, the machine you've connected to is destroyed, the universal cable is cut, or you move out of range for a wireless connection.

After disconnection, you have 1 minute to reconnect to your avatar or you'll experience dumpshock. Your avatar is unresponsive during this time.

EXITING VR

Leaving VR is normally an easy task. It requires moving your avatar back to the machine's port you used to enter. However, should circumstances trap you in a network, you may have no choice but to use an action to manually eject from the simulation. If this occurs, your avatar is destroyed, and you experience dumpshock.

DUMPSHOCK

When your psyche is separated from you, forcefully ejected from VR, or destroyed, you experience dumpshock. Dumpshock is a disorienting, painful, and possibly deadly illness that occurs as a mind attempts to rebuild its own psyche.

A secured network may place destructive programs in the user's brain upon connection, essentially holding the user's brain as collateral for good behavior. If triggered by ICE from the network, or upon impromptu disconnection, these programs will heighten the dumpshock by harming you, either as a painful nonlethal warning, or in an attempt to render you braindead.

When you experience dumpshock, you immediately gain 1 level of exhaustion and become stunned until the end of your next turn. Depending on the situation which led to your dumpshock, you may also take psychic damage at your DM's discretion.

Typically, being disconnected from online shopping will not be dangerous, but having your psyche destroyed by high powered corporate ICE could be lethal.

AUGMENTED REALITY (AR)

AR takes the real world and overlays it with multimedia information to make that world more visually interesting and functional. If a location is set up with AR objects or creatures, the physical world can be dressed up and altered, even putting objects or creatures in your vision that don't appear in reality. They can also be used to alter your own appearance, allowing you to change clothes or physical aspects of your body to others viewing you in AR vision.

These objects and creatures can also be interactable, such as allowing customers to check out their own items without a store clerk or gain access to a building's directories. However, AR objects and creatures are similar to illusions; they are not capable of affecting the physical world except through their interactions, unless an effect specifies otherwise or a physical machines allows them to do so.

AR VISION

In order to gain AR vision, you must have a means of doing so. You can activate or deactivate AR vision from your datajack, if you have one installed, at any time (no action required). Alternatively, you can wear specialized eyewear, such as sunglasses, goggles, or contact lenses, and gain AR vision.

HACKING

While some might dip their toes in the pool of the internet, others embrace it as a tool, a career, or a weapon. Hackers are skilled at computer programming and traveling the data streams of the telecommunications grid.

They use their hacking tools to search for important files, control remote computer systems, and tap phone calls. They can also utilize programs to clash with other hackers, admins, or ICE.

Valuable target machines and networks are often kept disconnected from the greater internet or other, less secure networks, requiring the hacker to first reach its physical location. Even for networks connected to the internet, attempting to approach a network from the outside means going through the most concentrated area of security devices and measures, making the attempt much more difficult than attempting to breach the network from an internal port.

HACKING TOOLS

By integrating hacking tools directly into your datajack, you can manipulate a network and the devices connected to it. Hacking tools include an upgrade to your datajack's processing power and a set of hacking applications and programs. See the hacking tools augment in Chapter 3 for information on installing hacking tools.

Attempting to hack without having the hacking tools augment is possible, but more difficult, at your DM's discretion.

ATTEMPTING TO HACK

Hacking a machine or network requires hacking tools, proficiency with hacking tools, and a connection to the target machine or network through a port. The player describes their goal, the DM decides if that goal is reasonable, then the hacker makes an ability check with their hacking tools.

This is a normal ability check, with consequences depending on whether the check is a failure or a success. As with all ability checks, the difficulty and length of the action depends on the situation and the target you're trying to hack. The Typical Hacking DCs table shows a few examples of targets and the DCs you might set for the task.

TYPICAL HACKING DCS

TARGET	DC
Cheap vending machine, generic appliances	5
Cheap residence, cheap car, commercial hologram	10
Low priority corporate security, average residence, average car	15
Medium priority corporate security, nice residence, nice car	20
High priority corporate security, military equipment, wealthy residence	25
Top secret vault, financial institution	30

HACKING FAILURE

When a hacking check results in a failure, the DM decides the consequences. A failure on the check does not necessarily mean the hacking failed entirely; the goal may have been achieved with simultaneous consequences. The following are some examples of consequences that a DM may use:

- The hacker experiences dumpshock.
- The hacker is locked out of the system.
- An alarm is triggered.
- The hacker leaves traces in the system that allows investigators to track them down.
- Data is muddled, corrupted, or destroyed.
- A virus attempts to infect the hacker.
- The target machine breaks.
- The task takes longer than anticipated.

WIRELESS HACKING

Using the wireless capabilities from hacking tools, you can connect to a wireless port from anywhere in a machine's wireless range. It is possible to set up a rogue wireless access port by installing a wireless transceiver in a physical port.

ICE

Intrusion Countermeasures Electronics (ICE) is a type of security program which protects machines, networks, and data. There are many different types of ICE, and their presence sets the defensive tone and posture.

They may have any appearance in the VR simulation, often designed to look like they belong in the environment. For example, they may appear as castle guards in a medieval themed simulation, or bouncers in a nightclub.

DESCRIBING HACKING

Hacking is played out in VR in scenes defined by the target they are connected to, with hacking activities abstracted to fit the VR situation. Faking login credentials to get access to a server might look like smooth talking past a guard to get into a vast library. Stealing a file might be described as stealing a goose from a cloud giant's castle.

The target's configuration settings normally limit the actions and imagery a user is allowed to use, but the hacker can break such rules with a successful hacking attempt.

DM TIP: HACKING AND PACING

It can be easy to spend too much time describing network VR locations, interactions, and ability check outcomes while the other players may be unable to involve themselves in the scenes. Hacking is meant to be an expanded futuristic equivalent of classic D&D navigation through locked doors and traps. If narration of network events are slowing the pacing down to a crawl, you can always opt out of describing situations in VR.

It's also important to note that hacking is not the only way to interact with machines and networks, especially in a VR setting. One cannot hack their way into finding the correct file in a vast database, that's more likely to be an Intelligence (Investigation) or Intelligence (Technology) check. Intelligence, Wisdom, and Charisma skills can be utilized in a variety of ways when interacting with systems, users, and AI. People and AI can be judged for their motives, persuaded, intimidated, or lied to as easily in a VR setting as in reality.

There are also ways that Stealth or Sleight of Hand may be used, using Intelligence, Wisdom, and Charisma instead of Dexterity, at the DM's discretion. For example, quietly moving through a network without being noticed may be a Wisdom (Stealth) check to travel in a manner security are least likely guard against.

VARIANT: ADVANCED HACKING

While the normal hacking rules can be applied throughout a campaign to hacking activities ranging from breaking a vending machine to cracking open a high-security vault in a corporate bunker, there is room for additional complexity for DMs and players interested in differentiating hacking from other ability checks.

The following rules are meant for extended hacking sessions, such as breaking into a skyscraper and stealing research data or other heist-like scenarios, and not for simple activities like cracking the password on a smartphone. These rules allow the consequences of previous hacking attempts to carry over into the next attempt, heightening the difficulty the longer the hacker lingers on hostile networks, and placing the hacker in potentially deadly situations.

ADVANCED HACKING ATTEMPTS

When utilizing these variant rules and making an ability check with hacking tools, if the total equals or exceeds 10, the ability check is a success. Otherwise, it is a failure. Furthermore, if the total is less than the target's alert level, then the hacker gains 1 lockdown point.

ALERT

Similar to a Difficulty Class, each machine or network has an initial alert level decided by the DM which describes the state of security. Each attempt to hack the target will raise the alert level by 1. Special events, such as alarms going off or security being warned, may also raise the alert level. The hacker is aware of the current alert level of the target.

Heightened alert levels are specific to the target machine or network, and will often remain in effect until 24 hours have passed since the most recent hacking attempt.

For guidance on setting the initial alert level, look at the Typical Hacking DCs table above. Depending on the length and difficulty of the operation being attempted, it is suggested to subtract between 2 and 5 from the typical DC to get the initial alert level.

LOCKDOWN POINTS

Lockdown points are indicators of how close a target's security is to finding and eliminating you from its system. If the hacker gains 3 lockdown points, their lockdown points are reset to 0, their avatar is destroyed by the ICE and they experience dumpshock. If the hacker succeeds and is destroyed on the same ability check, they achieve their goal and their avatar is destroyed simultaneously.

Lockdown points are specific to a machine or network, and do not carry over from one to the next unless the two targets are connected. In general, lockdown points remain in effect for a target until 24 hours have passed since the most recent hacking attempt, unless the DM says otherwise.

EXITING VR WITH LOCKDOWN POINTS

The hacker must return to the port that they used to enter in order to leave, as usual. However, while the hacker has 1 or more lockdown points, they are bound, and must succeed on a hacking tools check to exit VR. If the hacker gains the third lockdown point and succeeds on the same ability check to exit, they are still subjected to dumpshock.

ADVANCED DUMPSHOCK

When you experience dumpshock, you immediately gain 1 level of exhaustion and become stunned until the end of your next turn. If you have any lockdown points, you take psychic damage based on the alert level and the target's ICE color. See the ICE Types table for more information.

ICE TYPES

A machine or network may employ different types of ICE. In general, stronger ICE is more expensive and difficult to configure, limiting who has access to the more powerful ICE. It also determines whether or not an intruder could potentially be physically harmed, or even killed by the ICE. This is a dangerous decision for an organization, depending on the local regulations of lethal ICE, and the possibility of deadly false positives.

Regardless of the ICE's appearance, there will always be a telltale display of their color. The color of an ICE denotes how dangerous it is to be caught and exterminated by it.

If nonlethal damage from ICE reduces a character to 0 hit points, they are unconscious and stable. Lethal damage may cause a creature to begin dying or kill them outright, as normal.

ICE TYPES

COLOR	DUMPSHOCK DAMAGE	LETHALITY
White	No damage	Nonlethal
Purple	1 psychic damage per alert level	Nonlethal
Green	1d4 psychic damage per alert level	Nonlethal
Gray	1d8 psychic damage per alert level	Nonlethal
Yellow	1 psychic damage per alert level	Lethal
Orange	1d4 psychic damage per alert level	Lethal
Red	1d8 psychic damage per alert level	Lethal
Black	1d12 psychic damage per alert level	Lethal

There may be additional types of ICE, including magically enhanced ICE that can pursue intruders into the physical world.

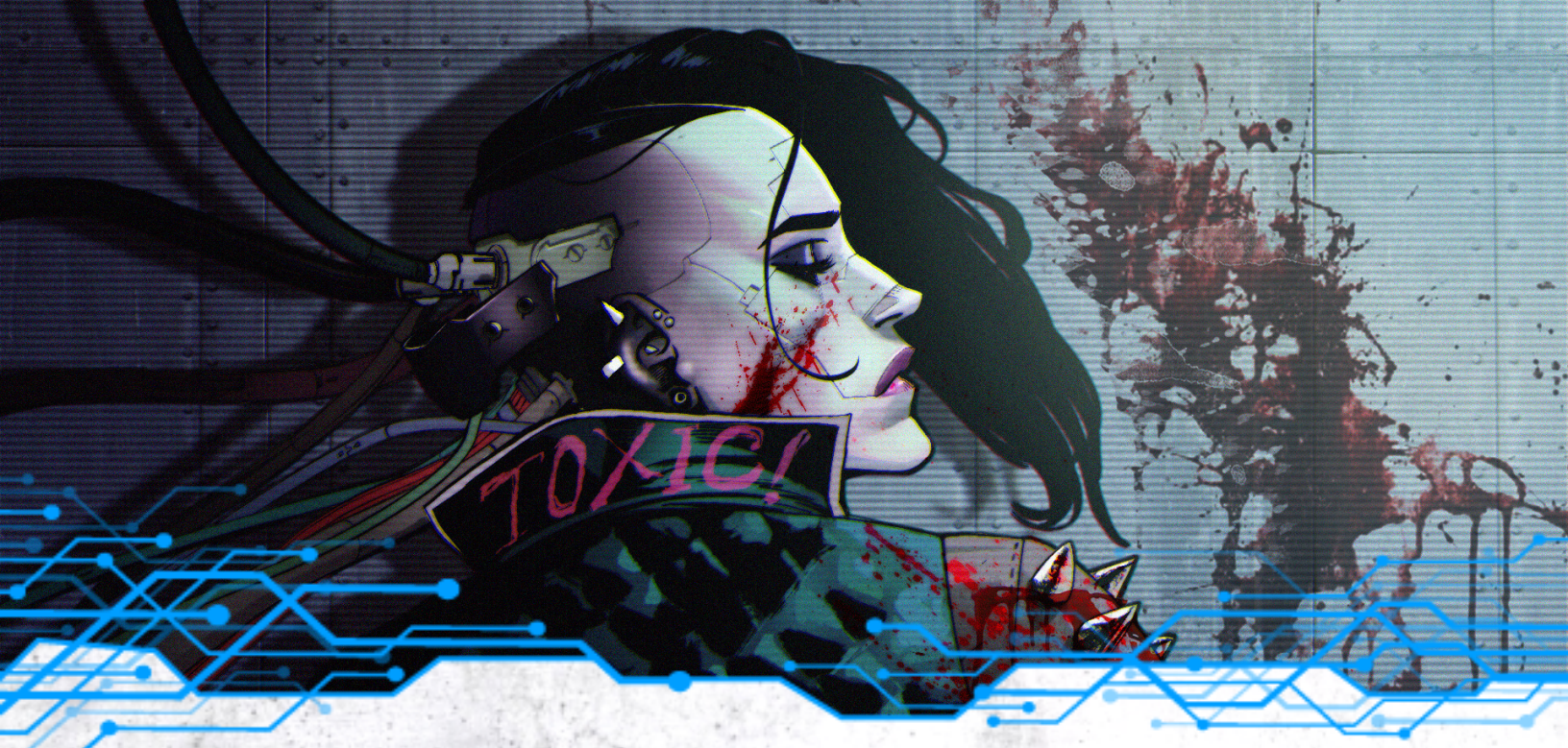
ADMINS

Admins are users with elevated credentials who defend their network from intruders by actively hunting them down. An administrator aware of the hacker may contest your hacking tools checks with their own. Instead of succeeding on an ability check with a total of 10 or more, the hacker must have a higher result than the admin. Each attempt increases the alert level and may cause the intruder to gain lockdown points, as usual.

While hackers are typically up against the admin when trying to invade a network, the same hacker may be put in the position of admin if their home or organizational network is attacked.

HACKER VS. HACKER

In a situation where hackers, admins, or even AI are facing off, they can make contested hacking checks against each other to determine success or failure. If they are attempting to eliminate each other from a network or machine, the result of a contested hacking check may be the loser gaining a lockdown point.



EXAMPLE OF PLAY FOR ADVANCED HACKING

Here is an example of play using advanced hacking rules.

The player characters stealthily approach the gate to the parking complex beneath the massive skyscraper. The hacker connects a universal cable from the port at the base of her skull to the port in the parking entry console.

DM: You enter the local network's VR and find yourself at the gates around an enormous tiered temple. The guards, who you know to be ICE, wear green painted armor and are watchful for any missteps. The alert level for this network is 15.

Player: I attempt to hack the console to open the gates. I got an 18 on my check.

DM: The guards look over your fake credentials and find nothing amiss, the gates swing open, and in reality the meshed gates rise to allow entry. However, your activity increases the alert level to 16.

Later, the players climb the stairs to the floor their target is on. The office is quiet and dark. There's no wireless network, so the hacker ducks into a cubicle to plant a wireless transceiver in a wall jack, allowing her to connect to the local network while on the move. The players approach the vault door that holds their target.

Player: I want to pop open the vault. Crap, I got an 8 on my check.

DM: Inside the pagoda temple, your pleas to open the vault fall on deaf ears with the guards, and a few are getting suspicious. You have one lockdown point, and the alert level is 17.

The party's cleric casts guidance on the hacker. She then rolls a total of 14.

DM: You succeed, and the guards grant you entry to the towering cases of ancient scrolls within, though at this point you are under heavy scrutiny. You have two lockdown points and the alert level is 18.

While placing a bomb on the critical server, one character triggers a building alarm, alerting security forces. After a quick skirmish with drones, the player characters escape to the garage and are about to make their getaway before a high threat response team can arrive.

DM: You feel yourself reaching the limit of the wireless transceiver range.

Player: Okay, my avatar leaves the vault and runs back toward the port.

DM: Just as you're about to leave, the guards block your path and tell you to wait for an administrator to clear your exit. Just then, a tall, glowing figure in flowing silk robes appears, shouting for the guards to seize you. An admin has been called in to stop you.

Player: Screw that, I force my way through! I get a 22 on my check.

DM: Unfortunately, he rolled a 24, so you fail and gain your third lockdown point. As you rush past the guards, moving toward the glowing gateway of the port, you take arrow after arrow, the pain feedback making your vision go black. Your mind reels from the experience of simulated death as you endure dumpshock. You're stunned for one round, you gain one level of exhaustion, and you take 18d4 nonlethal psychic damage.

The green ICE determines the die (1d4) and the lethality of the damage (nonlethal), while the alert level determines how many dice you roll (18).

Another character hauls the hacker's unconscious body toward the getaway van as the windows of the 37th floor shatter and blow out into the neon lit night sky.

VIRUSES

There's an inherent risk with installing powerful computing hardware into your skull and linking it to your brain. An ocean of information at your fingertips, but there are dangerous entities lurking in these waters. Viruses, or malicious code, have been developed to infect machines or creatures by infiltrating their internal systems through their datajack.

Viruses come in many forms, and are made for all sorts of purposes. Some viruses are made as pranks, some for illegal financial gain, while others are developed solely to cause as much damage as possible. A virus might be a minor annoyance or a life-threatening situation. A creature may contract the virus if they explore shady areas of the internet or connect infected hardware to their datajack.

Generally, viruses function similarly to diseases. Diagnosing a certain virus may require an Intelligence (Technology) check, but it may be difficult to examine or treat the virus without connecting to the infected creature, which may cause the infection to spread. Curing a virus may be as simple as using your internal security mechanisms to stop it, but if that fails, you may need an expert to help you.

SAMPLE VIRUSES

Here are a few example viruses to show how they work. Feel free to alter them in any way, or develop new ones for your own campaign.

ADWARE

This virus causes distracting pop-ups and advertisements to occasionally appear in the infected creature's vision. When a creature comes into contact with this virus, they must succeed on a DC 12 Intelligence saving throw or become infected.

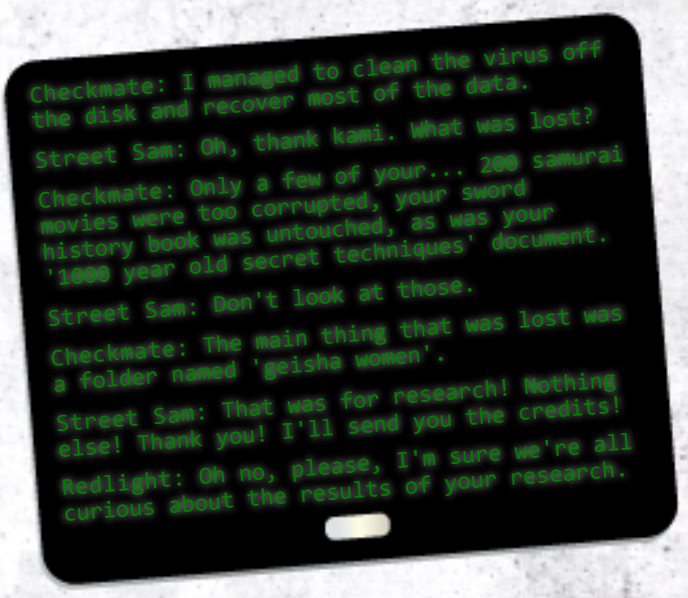
An infected creature has disadvantage on Constitution saving throws to maintain its concentration on spells. Additionally, the creature has disadvantage on Intelligence and Wisdom checks.

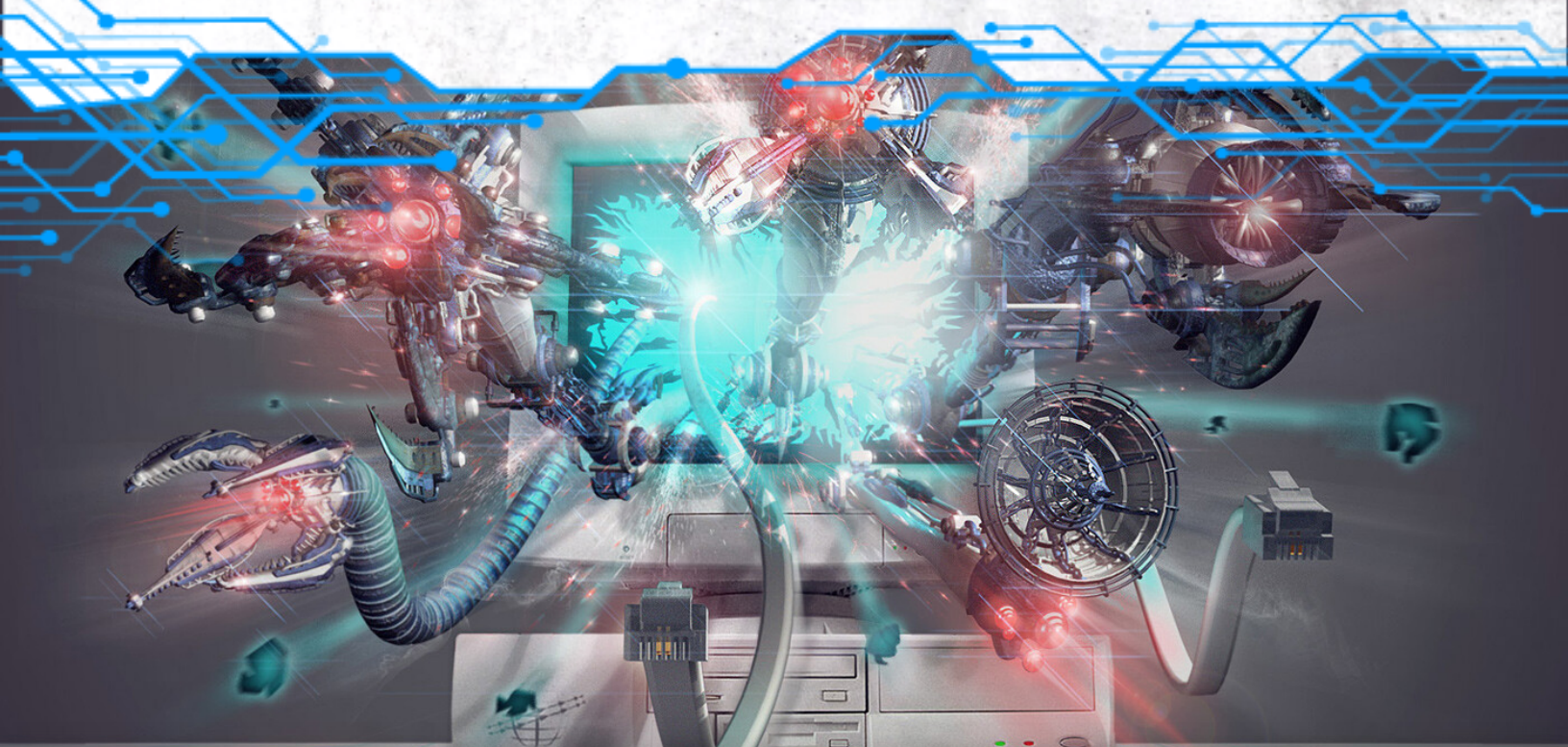
The infected creature, or a creature connected to the infected creature's datajack can attempt to remove the virus with a DC 15 Intelligence (Technology) check. This can be attempted once every 24 hours.

MIRAGE

This virus was developed by military coders for infecting enemy combatants, but has been leaked to the criminal underworld. The virus causes duplicate enemies to appear in the creature's vision in combat. When a creature comes into contact with this virus, they must succeed on a DC 17 Intelligence saving throw or become infected.

When an infected creature rolls initiative, it must make a DC 17 Intelligence saving throw. On a failed save, when the creature targets a creature or vehicle with an attack, it must roll a d20 to determine whether the attack instead targets the duplicate. On a 10 or lower, the creature targets the duplicate. If the attack targets the duplicate, on an attack roll of 10 or higher, the duplicate disappears. Once a creature's duplicate is destroyed, the virus's effect does not occur for attacks against that creature for 24 hours.





A creature that succeeds on three of these saving throws recovers from the virus. The infected creature, or a creature connected to the infected creature's datajack can attempt to remove the virus with a DC 20 Intelligence (Technology) check. This can be attempted once every 24 hours.

P@1N_TR@1N

This virus will torture the infected creature, bringing unexpected pain in their must vulnerable moments. The creature experiences sudden, blinding migraines, hearing phantom, robotic laughing. When a creature comes into contact with this virus, they must succeed on a DC 15 Intelligence saving throw or become infected.

An infected creature must make a DC 15 Intelligence saving throw. On a failed save, the creature takes 3d6 psychic damage and is blinded until the end of the current turn. If the creature is reduced to 0 hit points by this damage, they fall unconscious and are stable. On a successful save, the creature takes half damage and isn't blinded. This effect can only occur once every 24 hours, and the DM decides when this occurs.

A creature that succeeds on three of these saving throws recovers from the virus. The infected creature, or a creature connected to the infected creature's datajack can attempt to remove the virus with a DC 19 Intelligence (Technology) check. This can be attempted once every 24 hours.

SLUMBER-BUDDY

This virus appears as an adorable mascot in the infected creature's dreams. The mascot will terrorize the creature by tainting their dreams and turning them to nightmares, or constantly cause the creature to wake up and interrupt their rest. When a creature comes into contact with this virus, they must succeed on a DC 15 Intelligence saving throw or become infected.

When an infected creature takes a long rest, it must succeed on a DC 15 Intelligence saving throw in order to gain the benefits of a long rest.

A creature that succeeds on three of these saving throws recovers from the virus. The infected creature, or a creature connected to the infected creature's datajack can attempt to remove the virus with a DC 18 Intelligence (Technology) check. This can be attempted once every 24 hours.

SPYWARE

This disease monitors the infected creature's activity and regularly reports it. When a creature comes into contact with this virus, they must succeed on a DC 14 Intelligence saving throw or become infected.

An infected creature has its network activity recorded. When the creature connects to a network, the virus will send the recorded information to a designated creature or machine over the connection.

Some examples of information that might be sent are the recorded data feed from the user's vision while their AR vision is active, the location of the machines the user has connected to, the websites they visit, the data they have stored in their datajack, and other information from cybernetics that require a datajack to function. However, the virus cannot read the creature's mind.

The infected creature, or a creature connected to the infected creature's datajack can attempt to remove the virus with a DC 17 Intelligence (Technology) check. This can be attempted once every 24 hours.

TROJAN

This complex, specialized virus is designed to target certain individuals and deliver a specific payload. It creates incredibly vivid hallucinations that may be indistinguishable from reality. The purpose of these hallucinations is left entirely to the designer. For example, the goal may be to separate the creature from its allies, cause them to reveal information, or simply deliver a message. When a creature comes into contact with this virus, they must succeed on a DC 16 Intelligence saving throw or become infected.

Objects and creatures that are only perceivable to the infected creature will appear under specific conditions, at the DM's discretion. The objects and creatures can be interacted with physically by the infected creature, and will react and function as if they were real. There may be illogical outcomes from interacting with the hallucinated objects and creatures.

The creature can use its action to examine a hallucinated object or creature with a DC 16 Intelligence (Investigation). A creature that succeeds on three of these ability checks disables the virus. The infected creature, or a creature connected to the infected creature's datajack can attempt to remove the virus with a DC 16 Intelligence (Technology) check. This can be attempted once every 24 hours. Alternatively, if the virus achieves its preset goal, then it removes itself from the infected creature.

CHAPTER 7

MAGIC ITEMS

Mysterious magical elements can still be found in any world where enchanters and arcanists work their arts, transforming mundane items into magical artifacts. Acquiring such items, or crafting them yourself, is up to the DM's discretion.

ALL-TERRAIN TIRES

Wondrous item, rare

These tires have wide, undulating grooves that flow like a river, the pits of which are tinged blue and always wet. A vehicle that has its tires replaced with these magic tires is considered under the effect of the spider climb and water walk spells.

The vehicle must have all of its tires replaced with these magic tires for the vehicle to receive its effect. For example, you would need two all-terrain tires for a motorcycle, or four for a truck. The tires expand or shrink to fit any vehicle that would normally have tires.

APE'S TIE

Wondrous item, rare (requires attunement)

While worn, you have proficiency with thrown improvised weapons and you double the distance you can throw an improvised weapon (40/120). You can lift and carry any barrel in your hand, regardless of weight.

While wearing this tie, you can summon an explosive object into your hands as a bonus action. The explosive object will disappear after one hour. Roll a d8 to determine the explosive object type. See Chapter 5 for the explosive object's statistics.

D8	EXPLOSIVE
1	Explosive Barrel
2	Fuel Barrel
3	Glue Barrel
4	Toxic Gas Barrel
5	Corrosive Fluid Barrel
6	Monkey Barrel
7	Nanomachine Barrel
8	Chaos Barrel

Once this ability has been used twice, it cannot be used again until the next dawn.

Banana Beast. When you consume a banana as an action, you can gain 2d4 + 2 hit points. Once this property has been used 3 times, it cannot be used again until the next dawn.

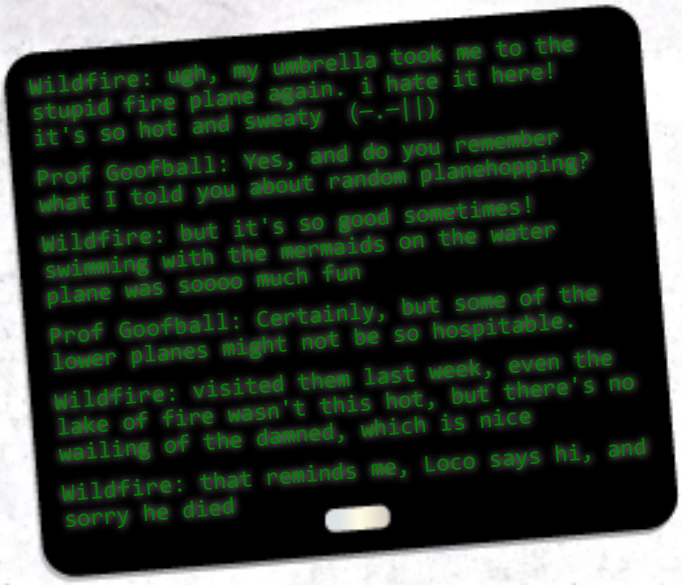
BANDOLIER OF BOOMS

Wondrous item, uncommon (requires attunement)

This red and yellow-striped leather bandolier has three black tactical pouches on it. While wearing this bandolier, you can use a bonus action to pull out a random tier 1 explosive from a pouch. Roll a d8 to determine the explosive type.

D8	EXPLOSIVE
1	Fragmentation
2	Flashbang
3	Napalm
4	EMP grenade
5	Pipe bomb
6	Tear gas
7-8	Reroll, and raise the tier of the explosive by 1 if it has a higher tier

The explosive disappears after 1 hour. Once three explosives have been pulled from the bandolier, the bandolier can't be used again until the next dawn.



ELDRITCH UMBRELLA

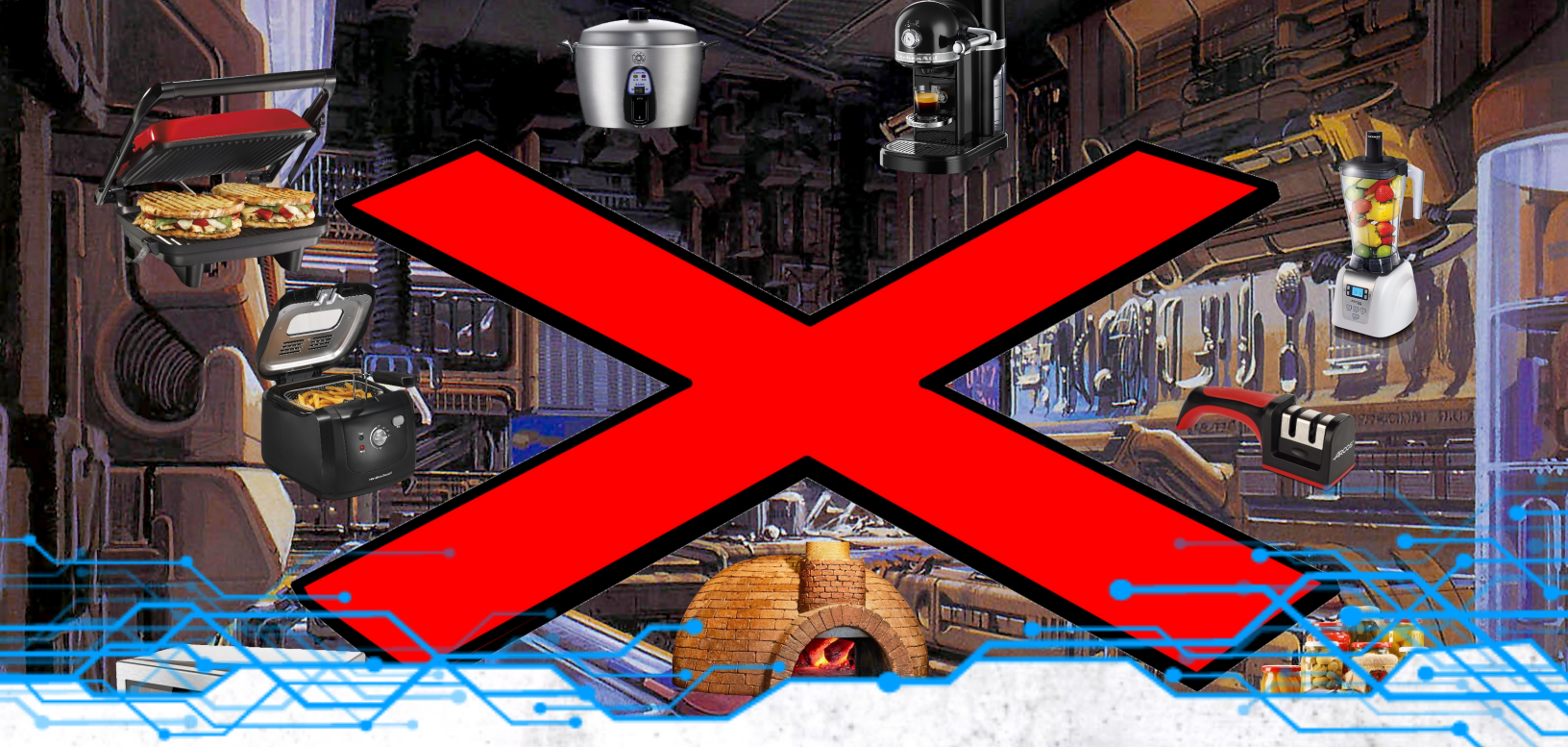
Rod, legendary (requires attunement by a sorcerer, warlock, or wizard)

This wood-handled umbrella's fabric seems to flow between purple and black in umbral swirls. While holding it, you gain a +2 bonus to spell attack rolls.

The umbrella has 20 charges for the following properties. The umbrella regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, you must make a DC 20 Wisdom saving throw. On a failure, you succumb to long-term madness, as determined by rolling on the Long-Term Madness table (DMG pg. 260).

Open Umbrella. As a bonus action, you may open the umbrella and carry it as a shield, even if you are not proficient with shields. While it is open, a 20-foot radius invisible dome springs into existence around the umbrella, stopping rain from passing through it.

If the umbrella is open and hasn't been closed for 1 hour, the creature carrying it, or the next creature to touch it if it isn't currently being carried, must succeed on a DC 15 Charisma saving throw or be teleported to a random plane with the umbrella, now closed. A successful DC 15 Dexterity (Sleight of Hand) check can close the umbrella without being teleported.



Additionally, while you carry the open umbrella indoors, you have disadvantage on Wisdom and Charisma saving throws.

Spells. While holding this umbrella, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: control water (4 charges), create or destroy water (1 charge), darkness (2 charges), arms of hadar (7th-level version, 4 charges), hunger of hadar (3 charges), maddening darkness (8 charges), plane shift (5 charges, self only) summon aberration (4 charges), tidal wave (3 charges)

Unsheathe Blade. As a bonus action, you can spend 6 charges to draw a rapier wreathed in purple flame from the umbrella's handle and cast tenser's transformation. The rapier grants a +2 bonus to attack and damage rolls made with it. When the spell ends, the rapier teleports to the umbrella and resheathes itself. This property can't be used again until the next dawn.

HYPERSPEED RING

Wondrous item, rare (requires attunement)

This golden ring is strangely shaped like a perfectly rounded hoop.

While you wear this ring, your movement speed is increased by 10 feet, and you are under the effect of the death ward spell. When the death ward spell ends, the ring slips off your finger and bounces up to 30 feet in the most inconvenient direction (DM's choice).

You can also cast the haste spell targeting only yourself.

Once used, the death ward and haste properties can't be used again until the next dawn.

Curse. Once you attune to this ring, your hair turns blue and you gain the following flaw: "I want to go fast." As long as you remain cursed, you are unwilling to part from the ring.

KITCHEN OMNI-TOOL

Weapon (dagger), rare (requires attunement)

This experimental kitchen tool was developed in order to address the clutter of absolutely necessary kitchen gadgets and appliances by condensing them into one supreme tool. However, the project was abandoned when the engineers couldn't work out the bugs, which include maiming the operator.

In its base state, the tool appears as a cheap kitchen knife, and it functions as a magic dagger that grants a +1 bonus to attack and damage rolls made with it. The knife has a button built into the bottom of the handle.

The tool has 6 charges, and regains 1d4+2 expended charges daily at dawn. You can expend 1 charge to press the button as a bonus action to make the tool transform, rolling a d12 to determine its new form.

The new form lasts for 1 minute, or until you use your bonus action to press the button again on its new form, which causes the tool to revert to its normal form. Pressing the button in this manner does not expend a charge.

D12	FORM
1	Deep Fryer
2	Advertisement
3	Panini Press
4	Coffee Maker
5	Microwave
6	Knife Sharpener
7	Ice Cream Maker
8	Blender
9	Commercial Grade Pizza Oven
10	Pickling Station
11	Silverware Collection
12	Pressure Cooker

Deep Fryer. This metallic basin of hot oil causes you to take 2d4 fire damage when it appears, and again at the start of each turn you are holding the fryer or the first time you touch it on a turn. As an action, you can throw the hot oil. Each creature in a 15-foot cone must make a DC 15 Dexterity saving throw. A creature takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

Advertisement. This viewscreen displays a clip from a sponsored celebrity chef program. It can be used as an action to cast hypnotic pattern, except the spell has a range of 30 feet.

Panini Press. This hot iron press functions as a magic mace that deals an extra 2d6 fire damage on a hit.

Coffee Maker. As a bonus action, a creature can take a drink from the coffee maker. The creature gains 2d8 temporary hit points and has its movement speed increased by 15 feet. A total of 6 creatures can drink from the coffee maker before it breaks and ceases to function.

Microwave. You can use the microwave as an action on your turn, causing it to become active at the end of your turn. While it is active, the microwave cooks the area within 15 feet of it. When a creature enters the area for the first time on a turn or starts its turn there, it must succeed on DC 15 Constitution saving throw or take 4d6 radiant damage and gain one level of irradiated. On a successful save, the creature takes half as much damage, and isn't irradiated.

Knife Sharpener. The knife sharpener can be used as a bonus action on a weapon that deals slashing or piercing damage to sharpen it for 10 minutes. The sharpened weapon becomes a magic weapon, if it wasn't one already, that grants a +2 bonus to attack and damage rolls made with it. Once the sharpener has been used, it breaks and ceases to function.

Ice Cream Maker. As an action, you can activate the ice cream maker and direct it toward a creature you can see within 15 feet. The creature must succeed on a DC 15 Strength saving throw or take 3d6 cold damage and be frozen in a block of delicious frozen yogurt. Immediately after being frozen, the creature gains 20 temporary hit points and vulnerability to fire damage, its speed is reduced to 0, and it is incapacitated. These effects end when the temporary hit points are reduced to zero, after 1 minute, or when the creature succeeds on a DC 15 Strength saving throw that it makes at the end of each of its turns.

Blender. The blender functions as a glaive that grants +2 bonus to attack and damage rolls made with it, except that it lacks the two-handed property. You are proficient with this weapon. When the blender appears, and at the start of each of your turns, you make a melee attack roll against each object that isn't being worn or carried and each vehicle or creature other than yourself within 10 feet of you. During your turns, the blender has control of your movement, and will move you toward an area where it can cause the most damage to objects and creatures. While you hold the blender, you can use your action on your turn to make a DC 15 Strength check to regain control of your movement, and you cannot drop the blender or press the button to revert its form until you have succeeded on the check.

Commercial Grade Pizza Oven. A Large size wood-fired pizza oven made of gorgeous redstone bricks appears in an unoccupied space of your choice that you can see within 10 feet of you. The oven is lit and blazing hot, and it has a single entrance facing a direction of your choice, which creatures of Medium size or smaller can enter or be pushed into. When a creature enters the oven or starts its turn there, the creature must make a DC 15 Dexterity saving throw. A creature takes 4d8 fire damage on a failed save, or half as much damage on a successful one.

Pickling Station. A Medium size pickling station appears in an unoccupied space of your choice that you can see within 10 feet of you. The pickling station includes mason jars, a jar sealer, cucumbers, onions, beets, shredded cabbage, small peppers, plums, and one sealed jar of perfectly pickled goods. The spice rack includes mustard seeds, allspice berries, coriander, pepper falkes, bay leaves, cloves, and ginger. As an action, you can open the sealed jar. The pickled treats inside taste delicious.

Silverware Collection. You have a small cabinet filled to the brim with high quality forks, spoons, and knives. It can be dumped out as an action to cast spike growth, except the spell has a range of 60 feet.

Pressure Cooker. You have a pressure cooker filled with aromatic, delicious smelling food under extreme pressure. The pressure cooker functions as an explosive barrel, except that it immediately takes 1 point of damage when it appears. When the pressure cooker explodes, the tool returns to its normal form.

The tool regains all charges daily at dawn. If you press the button while the tool has 0 charges, it turns into a banana slicer.

MONSTER BALL

Wondrous item, uncommon

This enchanted red and white ball has a small button on its front which, when pressed, captures or releases its contents from its internal demiplane. While this prototype was originally intended to hold and release captured creatures, the designers couldn't address the issue of suffocation, as the demiplane contains no air.

When the ball is empty, you can use your action to throw the ball up to 60 feet at a Medium or smaller object which isn't being held or carried to trap it inside the ball. Alternatively, you can target a willing or unconscious creature that is Medium or smaller, but the ball has no air inside it. A creature can make a DC 20 Strength check to escape the ball, destroying it in the process.

When the ball is full, you can use your action to throw the ball to an unoccupied space within 60 feet of you. The object or creature inside the ball appears in the space.

The ball has an AC of 16 and 30 hit points.

RADICAL SKATEBOARD

Wondrous item, rare (requires attunement)

This skateboard is painted with swirling colors of blue, orange, red, and pink, which seem to shift as your eyes watch it. While riding on this skateboard, your movement is unaffected by difficult terrain and you can roll along vertical surfaces without falling during the move, and you can move across any liquid surface as if it were harmless solid ground.

While riding the skateboard, you can attempt a dope trick as an action. Make a DC 15 Dexterity (Performance) check. On a successful check, you and up to 6 creatures of your choice within 60 feet gain the effects of the bless spell for one minute and regain 4d6 hit points. On a failed check, you take 1d6 bludgeoning damage and fall prone. You cannot attempt another dope trick in this manner until you finish a long rest.

ROULETTE REVOLVER

Weapon (revolver), rare (requires attunement)

This gaudy revolver has its barrel and the exterior of its cylinder painted in a rainbow wash of colors. You have a +2 bonus to attack and damage rolls made with this magic weapon.

As an action, you can spin the cylinder on the revolver and fire it at a target you can see within 160 feet. The effect is determined by rolling a d6 and consulting the following table.

Once you have used this ability, you can do so again, but you must reroll the d6 if you have already rolled that number before finishing a long rest.

1D6	EFFECT
1	Make a ranged weapon attack with this revolver against yourself.
2	You cast rebound shot at the target using this revolver as the weapon.
3	Cast chaos shot at the target using this revolver as the weapon.
4	Make a ranged weapon attack with this revolver against the target. If the attack hits, it has the effect of the lightning arrow spell.
5	You cast conjure barrage, but the target must be within the area of the spell. The DC for the Dexterity saving throw is 15.
6	You cast conjure volley centered on the target. The DC for the Dexterity saving throw is 15.

STATIC WEAPON

Weapon (any), rare (requires attunement)

This slightly magnetic weapon has a magical reservoir of energy that it can focus or release from its blade. You have a +1 bonus to attack and damage rolls made with this magic weapon. Attacks made with this weapon against machines, vehicles, and creatures with the Electronics feature, such as drones, have advantage.

This weapon has 6 charges. The weapon regains 1d4 + 2 expended charges daily at dawn.

Shock. You can spend 1 charge when you hit a vehicle or creature with the Electronics feature to force it to make a DC 13 Constitution saving throw or become stunned until the end of your next turn.

Pulse. You can spend 2 charges as an action to unleash its stored energy. Machines, constructs, and vehicles within 30 feet of you are subjected to EMP.

Machines cease to function for 1 minute. Constructs in the area with the Electronics feature must succeed on a DC 13 Constitution saving throw or they are stunned until the end of their next turn. Vehicles in the area must succeed on a DC 14 Constitution saving throw or their movement speed is reduced to 0 and they can't take actions or reactions until the end of your next turn.

Additionally, wireless and radio connections in a 100-foot-radius centered on the point are suppressed for 1 minute.

VAPE OF WINDS

Wondrous item, uncommon (requires attunement)

This vape can be worn as a mask that glows when used. There's an easy-load tank that shifts to accept substances from any container. You have advantage on addiction saving throws for drugs inhaled through this vape.

As a bonus action, you can inhale a common drug through the vape and exhale it, casting the fog cloud spell without spellcasting components. All creatures who enter this cloud or start their turn in it, and inhale the vapor, gain the benefits of the drug without requiring an addiction saving throw. The vape can't be used this way again until the next dawn.

CHAPTER 8

SPELLS

Futuristic problems require futuristic magical solutions. Magic doesn't stop progressing just because technology has leaped forward. Instead, advanced technology has created new possibilities for magic to utilize, mimic, or exploit it. Check with your DM to see if these spells are available for you.

The following spell lists show which spells can be cast by characters of each class. Also noted are the spell's school of magic. If the spell has the ritual tag, it can be cast as a ritual.

ARTIFICER SPELLS

CANTRIPS (0 LEVEL)
Boomerang shot
Knack
Muffle
Rebound shot

1ST LEVEL
Spectral barricade

2ND LEVEL
Conjure turret (ritual)

3RD LEVEL
Contract (ritual)
Jam signals
Summon vehicle

4TH LEVEL
Reconstruct vehicle

5TH LEVEL
Haywire

BARD SPELLS

CANTRIPS (0 LEVEL)
Boomerang shot
Knack
Muffle
Rebound shot

3RD LEVEL
Camouflage vehicle
Contract
Jam signals
Summon vehicle

6TH LEVEL
Awaken vehicle

7TH LEVEL
Commandeer vehicle
Transport via network

CLERIC SPELLS

1ST LEVEL
Spectral barricade

2ND LEVEL
Conjure turret (ritual)
Decompose

3RD LEVEL
Summon vehicle

4TH LEVEL
Reconstruct vehicle

6TH LEVEL
Awaken vehicle

7TH LEVEL
Zombie plague

DRUID SPELLS

CANTRIPS (0 LEVEL)
Knack

2ND LEVEL
Decompose

3RD LEVEL
Camouflage vehicle
Summon vehicle

4TH LEVEL
Find the road
Reconstruct vehicle

5TH LEVEL
Haywire

6TH LEVEL
Awaken vehicle

7TH LEVEL
Transport via network

PALADIN SPELLS

1ST LEVEL
Spectral barricade

2ND LEVEL
Conjure turret (ritual)
Decompose
Find ride

RANGER SPELLS

1ST LEVEL
Spectral barricade

2ND LEVEL
Chaos shot
Conjure turret (ritual)
Decompose

3RD LEVEL
Camouflage vehicle
Summon vehicle

4TH LEVEL
Find the road

5TH LEVEL
Haywire

SORCERER SPELLS

CANTRIPS (0 LEVEL)
Boomerang shot
Knack
Rebound shot

2ND LEVEL
Chaos shot
Decompose

3RD LEVEL
Jam signals

5TH LEVEL
Haywire

7TH LEVEL
Commandeer vehicle
Transport via network

9TH LEVEL
Nuke

WARLOCK SPELLS

CANTRIPS (0 LEVEL)
Knack
Rebound shot

2ND LEVEL
Chaos shot
Decompose

3RD LEVEL
Contract (ritual)

7TH LEVEL
Commandeer vehicle

WIZARD SPELLS

CANTRIPS (0 LEVEL)
Boomerang shot
Knack
Muffle
Rebound shot

1ST LEVEL
Spectral barricade

2ND LEVEL
Decompose

3RD LEVEL
Camouflage vehicle
Contract (ritual)
Jam signals
Summon vehicle

4TH LEVEL
Reconstruct vehicle

5TH LEVEL
Haywire

7TH LEVEL
Commandeer vehicle
Transport via network
Zombie plague

9TH LEVEL
Nuke

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

AWAKEN VEHICLE

6th-level transmutation

Casting Time: 8 hours
Range: Touch
Components: V S M (holy motor oil worth at least 150,000₵, which the spell consumes)
Duration: Instantaneous
Classes: Cleric, Druid, Bard

After spending the casting time tracing blessed motor oil in magical roadways along the exterior of the vehicle, you touch a huge or smaller vehicle. The vehicle becomes a sentient vehicle, and gains an Intelligence, Wisdom, and Charisma of 10. The target also gains the ability to speak one language you know. The vehicle gains senses similar to a human's.

The awakened vehicle is charmed by you for 30 days or until you and your companions do anything harmful to it. When the charmed condition ends, the awakened vehicle chooses whether to remain friendly to you, based on how you treated it while it was charmed.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the vehicle can be of any size.

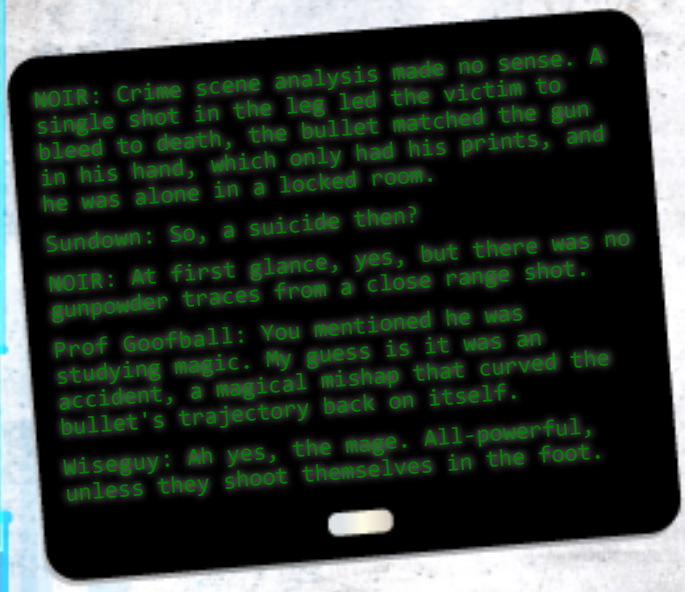
BOOMERANG SHOT

Cantrip transmutation

Casting Time: 1 action
Range: Firearm range
Components: V M (a ranged weapon)
Duration: Instantaneous
Classes: Artificer, Bard, Sorcerer, Wizard

As part of the action used to cast this spell, you must make a ranged weapon attack with a weapon against one target within the weapon's range. If the attack misses the projectile loops around, and you can use your reaction to make the attack again at the same target, ignoring advantage, disadvantage, and cover, and without consuming additional ammunition. If the attack misses a second time, roll your weapon's damage dice. You take the rolled amount as damage of the weapon's damage type.

The attack deals an extra 1d8 damage when you reach 5th level (1d8), 11th level (2d8), and 17th level (3d8).



CAMOUFLAGE VEHICLE

3rd-level illusion

Casting Time: 1 action
Range: Touch
Components: V S M (an unpaid parking ticket)
Duration: Concentration, up to 1 hour
Classes: Bard, Druid, Ranger, Wizard

A vehicle you touch becomes invisible until the spell ends. Creatures are also invisible while riding the vehicle. While you are within 60 feet of the vehicle, you can speak a command word to end the spell. The spell ends when the vehicle or any creature inside attacks, casts a spell, or takes damage.

CHAOS SHOT

2nd-level evocation

Casting Time: 1 action
Range: Firearm range
Components: V M (a ranged weapon)
Duration: Instantaneous
Classes: Artificer, Ranger, Sorcerer, Warlock

As part of the action used to cast this spell, you must make a ranged attack with a weapon against a creature or vehicle within range. If you hit, your ammunition erupts with chaotic magical energy. Roll a d8. The number rolled on the d8 determines the damage type for all attacks made as part of this spell, as shown below.

D8	DAMAGE TYPE
1	Acid
2	Cold
3	Fire
4	Force
5	Lightning
6	Poison
7	Psychic
8	Thunder

Additionally, on a hit the shot must redirect itself from the target to a different creature or vehicle of your choice within 30 feet of it. Make a new attack roll against the new target, which could cause the shot to redirect again, targeting up to a maximum of 5 targets. A target can be targeted only once per turn by these attacks.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, each target of this spell takes an additional 1d8 damage for each slot level above 2nd.

COMMANDEER VEHICLE

7th-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V S
Duration: Concentration, up to 10 minutes
Classes: Bard, Sorcerer, Warlock, Wizard

You attempt to commandeer a vehicle that you can see within range. It must succeed on a Constitution saving throw or be controlled by you. If it currently has a driver, it has advantage on the saving throw.

While the vehicle is commandeered, you have a telepathic link with it as long as the two of you are on the same plane of existence. You can use this telepathic link to issue commands to the creature while you are conscious (no action required). The vehicle becomes sentient and can perform its own actions to obey your commands. You can specify a simple and general course of action, such as "Drive in that direction," "Run over that creature," or "Crash into that wall." If the vehicle completes the order and doesn't receive further direction from you, it does nothing.

A creature at the vehicle's controls can attempt to wrench control away from you, causing the vehicle to make a new Constitution saving throw against the spell. If the saving throw succeeds, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the duration is concentration, up to 1 hour. When you use a spell slot of 9th level, the duration is concentration, up to 8 hours.

CONJURE TURRET

2nd-level conjuration (ritual)

Casting Time: 1 bonus action
Range: 30 feet
Components: V S M (a shell casing)
Duration: Concentration, up to 1 hour
Classes: Artificer, Cleric, Paladin, Ranger

A tripod mounted weapon appears, fully loaded, and ready for combat. The turret manifests physically on a surface in an unoccupied space that you can see within range. Alternatively you can manifest it on a vehicle that is Large or larger which you can see within range, and which has space for a mounted weapon. Choose one of the following options for what appears.

- An assault cannon
- A gatling gun
- A rocket launcher

This magic weapon can be used normally as a mounted massive weapon, except that it cannot be unmounted, and you can reload it with conjured magical ammunition as a bonus action while you are within 60 feet of it. The ammunition disappears when the spell ends. You are proficient with this weapon. Creatures can move freely through its space.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the weapon deals an extra 1d6 force damage when it hits for every two slot levels above the 2nd. When you use a spell slot of 5th level or higher, you can use your bonus action to attack twice with this weapon using your spellcasting modifier while you are within 60 feet of it.

CONTRACT

3rd-level enchantment (ritual)

Casting Time: 10 minutes
Range: 10 feet
Components: V S M (a written, typed, or digital contract)
Duration: Special
Classes: Artificer, Bard, Warlock, Wizard

When you cast this spell, you bind the souls of two parties to a contract, forcing them to adhere to it or suffer dire penalties. Choose two willing creatures within range. They must verbally agree to the terms of the contract used as the material component for the spell, and must not be suffering from the charmed condition. The contract also has a length which determines the duration of the spell, up to 1 year.

When you cast this spell, choose agony, death, or misfortune as the penalty for violating the contract, which the targeted creatures are aware of before agreeing to the terms. At the DM's discretion, you may choose an alternative effect for violating the contract, but it should be no more powerful than those described below.

Once both creatures have agreed to the contract, the spell takes effect. If either creature is ever in violation of the terms of the contract, down to the letter, it suffers the effects of the chosen penalty. The penalty is in effect until the creature is in accordance with the terms of the contract.

Agony. Every day at dawn, the creature takes 6d6 psychic damage. If this damage reduces the creature to 0 hit points, the creature falls unconscious and is stable.

Death. Every day at dawn, the creature takes 1d6 necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken. The target dies if this effect reduces its hit point maximum to 0.

Misfortune. The creature has disadvantage on Charisma and Wisdom saving throws. Additionally, when the creature rolls a 20 on the d20 for an attack roll, ability check, or saving throw, you instead treat the roll as if it were a 1.

The spell can be ended early if both creatures verbally agree to end it while within 10 feet of each other, so long as each creature is not suffering from the charmed condition. A remove curse spell also ends this spell if it is cast using a spell slot level equal to or higher than the spell slot used to cast this spell. If the spell is ended early, both creatures are aware of it.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

DECOMPOSE

2nd-level necromancy

Casting Time: 1 action
Range: Touch
Components: V S M (a pinch of grave dirt)
Duration: Instantaneous
Classes: Cleric, Druid, Paladin, Sorcerer, Warlock, Wizard

This spell rapidly causes the body to decay. There are two possible uses for the spell, depending on whether the target is a living or dead creature.

If you cast this spell targeting a living creature, make a melee spell attack against a creature you can reach. On a hit, the target takes 4d8 necrotic damage.

If you cast this spell targeting a dead creature, the body rapidly decays, increasing the amount of time the creature has been dead by 10 days for the purposes of the time limit on raising the target from the dead. For example, a dead creature targeted by this spell could not be returned to life by the raise dead spell.

At Higher Levels. When you cast this spell targeting a living creature using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

If you cast this spell targeting a dead creature using a spell slot of 5th level or higher, the amount of time the creature has been dead increases to 100 years. If you cast this spell targeting a dead creature using a spell slot of 7th level or higher, the amount of time the creature has been dead increases to 200 years.

DM TIP: STAYING DEAD

In a cyberpunk world that has high amounts of magic, it may be difficult for the player characters to keep a creature dead. After all, if resurrection magic exists, a corporation would undoubtedly have the resources to pay for it, and the wealthy could have death insurance contracts that include attempts to raise the contract holder from the dead. What are are the player characters to do?

There are numerous options, including dissolving it in acid, or burning it to ashes. However, with the resurrection spell, a VIP could still be returned to life, though at great expense. The player characters could also use the decompose spell to rapidly age the body out of easy raising, or make it completely impossible to resurrect with higher levels of the spell.

FIND RIDE

2nd-level conjuration

Casting Time: 10 minutes
Range: 30 feet
Components: V S
Duration: Instantaneous
Classes: Paladin

You summon a spirit that assumes the form of a sentient motorcycle, creating a long-lasting bond with it. Appearing in an unoccupied space within range, the motorcycle can move and act independently. It has the statistics of a motorcycle, though it is a celestial, fey, or fiend (your choice) instead of a construct. Additionally, the motorcycle's Intelligence, Wisdom, and Charisma become 6, and it gains the ability to understand one language of your choice that you speak. The vehicle has senses similar to a human's.

Your motorcycle serves you as a vehicle, both in and out of combat, and you have an instinctive bond with it that allows you to fight as a seamless unit. You are considered proficient with land vehicles while driving your summoned motorcycle, if you were not already. While driving your motorcycle, you can make any spell you cast that targets only you also target your motorcycle.

When the motorcycle drops to 0 hit points, it explodes, leaving behind no physical form. You can also dismiss your motorcycle at any time as an action, causing it to disappear. In either case, casting this spell again summons the same motorcycle, restored to its hit point maximum.

While your motorcycle is within 1 mile of you, you can communicate with it telepathically.

You can't have more than one motorcycle bonded by this spell at a time. As an action, you can release the motorcycle from its bond at any time, causing it to disappear.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can summon a sports motorcycle. If you use a spell slot of 4th level or higher, you can summon a warcycle with a flying speed of 140 feet.

FIND THE ROAD

4th-level transmutation

Casting Time: 1 minute
Range: Touch
Components: V S M (a bit of road tar)
Duration: 8 hours
Classes: Druid, Ranger

Touch one land vehicle. For the duration, as the vehicle travels, a magical paved road emerges from the ground or water, pushing aside natural terrain, as well as trees under 5 feet in width.

The shape of the terrain is not altered, so rock walls, cliffs, and mountains are unaffected. After the vehicle passes, the road vanishes behind it, and the terrain regains its original form.

The vehicle can travel no faster than a rate of 80 feet per round in combat or 40 miles per hour out of combat on this road.

HAYWIRE

5th-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a frayed universal cable)
Duration: Concentration, up to 1 minute
Classes: Artificer, Druid, Ranger, Sorcerer, Wizard

You cause machines to undergo catastrophic failure. Choose a point you can see within range. The vehicles, lights, speakers, and wires in a 60-foot cube centered on that point begin to malfunction dangerously until the spell ends.

Vehicles. As a bonus action on your turn, you can cause a vehicle in the area to make a Constitution saving throw. On a failed save, you can cause the vehicle to move up to its movement speed in a straight line, but not outside the cube. On a successful save, the vehicle is unaffected.

Lights. At the end of each of your turns, you can choose one light source in the area. Creatures within 10 feet of the light source that can see it must succeed on a Constitution saving throw or be blinded until the end of your next turn.

Speakers. You are aware of all speakers in the spell's area. At the start of each of your turns, you can choose one speaker or a machine with a speaker, such as a walkie talkie or smartphone, in the cube. Each creature in a 15-foot cone from the speaker must succeed on a Constitution saving throw or take 3d8 thunder damage and be deafened for 1 minute.

Wires. Wires tear themselves out of the ground, floor, and walls and begin sparking violently. When a creature moves into or within the area, it must succeed on a Dexterity saving throw or take 2d4 lightning damage for every 5 feet it travels until the start of its next turn.

JAM SIGNALS

3rd-level abjuration

Casting Time: 1 action
Range: Self
Components: V S M (a burnt out wireless chip)
Duration: 10 minutes
Classes: Artificer, Bard, Sorcerer, Wizard

A 100-foot-radius invisible sphere surrounds you. All wireless and radio connections within this sphere are suppressed. Machines with functions that rely on wireless or radio connection, such as walkie talkies and wireless transceivers, cease to function while within the sphere. These machines also cannot receive signals from outside the sphere.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius is increased by 50 feet for each slot level above 3rd.

KNACK

Cantrip transmutation

Casting Time: 1 action
Range: 30 feet
Components: V S
Duration: Up to 1 hour
Classes: Artificer, Bard, Druid, Sorcerer, Warlock, Wizard

This spell allows minor influence over nearby machines and technology. You create one of the following technological effects within range.

- You create a Large or smaller AR object or creature for up to 1 hour. If you create a creature, it follows your mental orders. If the object or creature is ever more than 60 feet away from you, it vanishes.
- You cause a display device you can see, such as a smartphone screen or computer monitor, to show a popup advertisement of your choice for up to 1 hour. It can include audio and video elements. Ability checks made with the device have disadvantage.
- You cause an audio device you can see to play sounds of your choice for up to 1 hour.

- You instantaneously flip a visible power switch or button on a device to turn it on or off.
- You instantaneously make a harmless shower of sparks or arc of electricity pop out of a device.
- Choose one machine weighing up to 5 pounds that isn't being worn or carried. The machine moves up to 20 feet in a direction of your choice.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

MUFFLE

Cantrip illusion

Casting Time: 1 bonus action
Range: Touch
Components: S M (a firearm)
Duration: 1 minute
Classes: Artificer, Bard, Wizard

You touch a firearm that lacks the blast property and create a small field of silence around its firing mechanisms and muzzle. For the duration, any attacks made with the weapon make no sound. The spell ends if you cast it again or dismiss it as an action.

NUKE

9th-level evocation

Casting Time: 1 minute
Range: Sight
Components: V S M (500,000₵ worth of highly radioactive material, which the spell consumes)
Duration: Instantaneous
Classes: Sorcerer, Wizard

When you begin casting this spell, sirens blare in 1 mile radius centered on a point you can see. There is a flash of light, a deafening boom, and a mushroom cloud rises 1,000 feet high if space allows. Each target in a 360-foot radius sphere centered on that point must make a Constitution saving throw. The blast spreads around corners. A target takes 12d12 radiant damage and 12d12 thunder damage and gains 2 levels of irradiated on a failed save, or half as much damage and no levels of irradiated on a successful one.

Additionally, the area within 1 mile of the point is irradiated for 1 week. Creatures who spend a total of 1 hour within the area must succeed on a Constitution saving throw or gain 1 level of irradiated.

REBOUND SHOT

Cantrip divination

Casting Time: 1 action
Range: Firearm range
Components: V M (a ranged weapon)
Duration: Instantaneous
Classes: Artificer, Bard, Warlock, Sorcerer, Wizard

As part of the action used to cast this spell, you choose a point you can see within range of the weapon, and fire your weapon at that point. When the projectile arrives at the point, you momentarily gain sight from its location. Immediately after, you can redirect the projectile to make a ranged weapon attack against a target you can see from the projectile's location, as if you had made the attack with the weapon. You do not have advantage on the attack roll due to the target not being able to see you.

The attack deals an extra 1d8 damage when you reach 5th level (1d8), 11th level (2d8), and 17th level (3d8).

RECONSTRUCT VEHICLE

4th-level transmutation

Casting Time: 1 hour
Range: Touch
Components: V S M (holy powdered chrome worth at least 50,000₵, which the spell consumes)
Duration: Instantaneous
Classes: Artificer, Cleric, Druid, Wizard

You rebuild a destroyed vehicle you touch which is of Large size or smaller, restoring its functionality. You must have the majority of the vehicle's remains, even if it is only a burnt out husk.

The vehicle is restored to its maximum hit points, with all modifications it originally had, and any lost parts are magically replaced. The vehicle's fuel tanks and batteries are full.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher and use 200,000₵ worth of materials, the vehicle may be of huge size or smaller. If you use a spell slot of 8th level or higher and use 800,000₵, the vehicle may be of gargantuan size or smaller.

SPECTRAL BARRICADE

1st-level abjuration

Casting Time: 1 bonus action
Range: 30 feet
Components: V S
Duration: Concentration, up to 1 minute
Classes: Artificer, Cleric, Ranger, Paladin, Wizard

A glowing barricade that can deflect projectiles appears at a point within range. The barricade appears in any orientation you choose: horizontally, vertically, or diagonally. The barricade can be up to 20 feet long, 3 feet high, and 1 inch thick. The barricade does not block line of sight, and creatures and objects can pass through it.

The barricade can be used as an obstacle to provide half cover. When a creature is within 5 feet of the barricade, the barricade does not provide cover to targets on the opposite side of the barricade.

SUMMON VEHICLE

3rd-level conjuration

Casting Time: 10 minutes
Range: 30 feet
Components: V S M (enchanted fuel worth 2,500₵, which the spell consumes)
Duration: Concentration, up to 8 hours
Classes: Artificer, Bard, Cleric, Druid, Ranger, Wizard

You summon a spirit that assumes the form of a vehicle of your choice, but its challenge rating must be 2 or lower, and it must lack a flying speed. It appears in an unoccupied space you can see within range. It has the statistics of a vehicle, but it is sentient, and it is a celestial, fey, or fiend (your choice) instead of a construct. Additionally, the vehicle's Intelligence, Wisdom, and Charisma become 10, and it gains the ability to speak one language of your choice that you speak. The vehicle has senses similar to a human's.

The vehicle is friendly to you and your companions for the duration. Roll initiative for the vehicle, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the vehicle, it defends itself from hostile creatures but otherwise takes no actions.

When the vehicle drops to 0 hit points, it explodes, leaving behind no physical form. You can also dismiss your vehicle as an action, causing it to disappear and the spell to end.

If your concentration is broken, the vehicle doesn't disappear. Instead, you lose control of the vehicle. An uncontrolled vehicle can't be dismissed by you, and it disappears 8 hours after you summoned it. The DM rolls a 1d8 and consults the Uncontrolled Vehicle table to determine the vehicle's actions.

UNCONTROLLED VEHICLE

D8	DAMAGE TYPE
1	The vehicle becomes hostile toward all other creatures, and may attack.
2	The vehicle becomes hostile toward all other vehicles, and may attack.
3	The vehicle attempts to destroy itself by crashing into random nearby targets and driving itself off ledges.
4	The vehicle becomes extremely demanding, and won't follow your orders until you feed it 5,000₵ of premium fuel or oil.
5	The vehicle gains a flying speed of 40 feet and immediately begins to fly as high as it can. You may be able to persuade the car to return to the ground for a short period of time, at the DM's discretion.
6	The vehicle refuses to move and begins playing loud, irritating music of the DMs choice through its speakers while flashing all of its lights.
7	The vehicle becomes frightened of violence, driving as fast as it can away from danger, and attempts to take up a peaceful life as a driverless taxi or a similar career.
8	The vehicle is docile, and continues to follow your orders.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the challenge rating increases by 1 for each slot level above 3rd. When you cast this spell using a spell slot of 6th level or higher, the vehicle can have a flying speed.

TRANSPORT VIA NETWORK

7th level transmutation

Casting Time: 10 minutes
Range: 10 feet
Components: V S
Duration: 1 round
Classes: Bard, Druid, Sorcerer, Wizard

This spell creates a magical link between a machine within range and another machine, at any distance, on the same plane of existence. You must have seen or touched the destination machine at least once before, and be able to access it. For the duration, any creature can step into the target machine and exit from the destination machine by using 5 feet of movement.

ZOMBIE PLAGUE

7th level necromancy

Casting Time: 1 hour
Range: 30 feet
Components: V S M (a crystal or jeweled skull worth 100,000₵, which the spell consumes)
Duration: 1 day
Classes: Cleric, Wizard

You lift high the skull you use for the material component. The skull's eyes light up, it laughs, then shatters into dust which swirls into up to 10 Small or Medium humanoid corpses you can see within range. Each corpse immediately stands up and becomes a zombie.

When you cast this spell, you can designate any number of creatures you can see to be seen as friendly by the zombies. The zombies will move to attack any undesignated creatures they can see or hear. If the zombies detect no creatures in the area, they will move to explore in a random direction until they find creatures to attack.

Any humanoid killed by the zombies will also become a zombie under the effect of the spell after 1 minute. When the spell ends, the zombies immediately die.

If you cast this spell again before the end of its duration, you can extend the duration of the spell by amount of time equal to the spell's duration.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the duration is 1 week. When you cast this spell using a spell slot of 9th level, the duration is 1 month.

APPENDIX A

CONDITIONS

The cyberpunk world brings all kinds of new toys with improved technology, as well as their accompanying hazards. Napalm grenades are all fun and games until you start melting, and you're told not to abuse drugs for good reason. Most importantly, do try and avoid rolling around in nuclear waste, which can have unfortunate consequences for your health.

The following are additional conditions, similar to those found in the Player's Handbook.

BURNING

A creature that is immune to fire damage is immune to the burning condition.

- A burning target takes damage at the start of each of its turns. The amount of damage is determined by the source of the burning. A creature that is grappling a burning creature or carrying a burning object takes the same amount of damage at the start of each of its turns.
- A burning target sheds bright light in a 10-foot radius and dim light for an additional 10 feet.
- The condition ends if a gallon of water is splashed on the burning target, or if an effect would extinguish flames in the burning creature's space.
- The condition also ends if a creature within 5 feet of the burning target uses its action to extinguish the flames.

If the burning target is an object or a vehicle, the target takes damage on initiative count 0.

FLIPPED

When a vehicle would be knocked prone, it is instead flipped unless it has a trait that says otherwise.

- A flipped vehicle has disadvantage on attack rolls and can't move.
- The vehicle has disadvantage on Strength checks and saving throws, and automatically fails Dexterity checks and saving throws.
- The condition ends if the vehicle is pushed or rolled upright.
- A vehicle with a flying speed that is flipped and currently falling can use its action to make a DC 12 Dexterity (Acrobatics) check at disadvantage. On a success, the condition ends.

IRRADIATED

Certain areas, objects, and creatures may be irradiated, and touching or standing near them can be harmful to a creature's health. Irradiated is measured in six levels. An effect can give a creature one or more levels of irradiated. Creatures that are immune to the poisoned condition are also immune to the irradiated condition.

IRRADIATED EFFECTS AND CURES

LEVEL	EFFECT	CURE
1	When the creature makes an ability check, the creature must roll a d4 and subtract the number rolled from the ability check.	Long rest, lesser restoration
2	When the creature makes an attack roll or saving throw, the creature must roll a d4 and subtract the number rolled from the attack roll or saving throw.	Long rest, lesser restoration
3	The creature cannot use reactions.	Lesser restoration
4	At the start of its first turn in any combat, the creature must make a DC 16 Constitution saving throw or the creature spends its action that turn retching and reeling.	Greater restoration
5	When another creature spends a total of 1 hour within 30 feet of the irradiated creature, it must succeed on a DC 12 Constitution saving throw or gain 1 level of irradiated, to a maximum of level 5.	Greater restoration
6	The creature dies. For 1 week, any creature that spends a total of 1 hour within 30 feet of its corpse must succeed on a DC 15 Constitution saving throw or gain 1 level of irradiated.	Raise Dead or similar magic

If an already irradiated creature suffers another effect that causes irradiation, its current level of irradiation increases by the amount specified in the effect's description. A creature suffers the effects of its current level of irradiated as well as all lower levels.

A creature's irradiated level can be reduced by 1 by finishing a long rest for level 1 or 2 irradiated, or by casting the spell listed in the Cure column. All irradiated effects end if a creature's irradiated level is reduced below 1.

AVOIDING RADIATION

There are a few ways to avoid getting yourself irradiated. Typically, when an effect lists an amount of time that a creature can spend within a certain distance of a radioactive source before having to make a saving throw to avoid becoming irradiated, that means the radiation is radiating through the air. This effect is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. It's also blocked by a hazmat suit, which functions as a thin sheet of lead.

Attacks and creature abilities that force a saving throw are more difficult to avoid. A hazmat suit grants advantage on the saving throw if it is being worn, but it does not automatically negate the radiation. See Chapter 5 for more information on the hazmat suit.

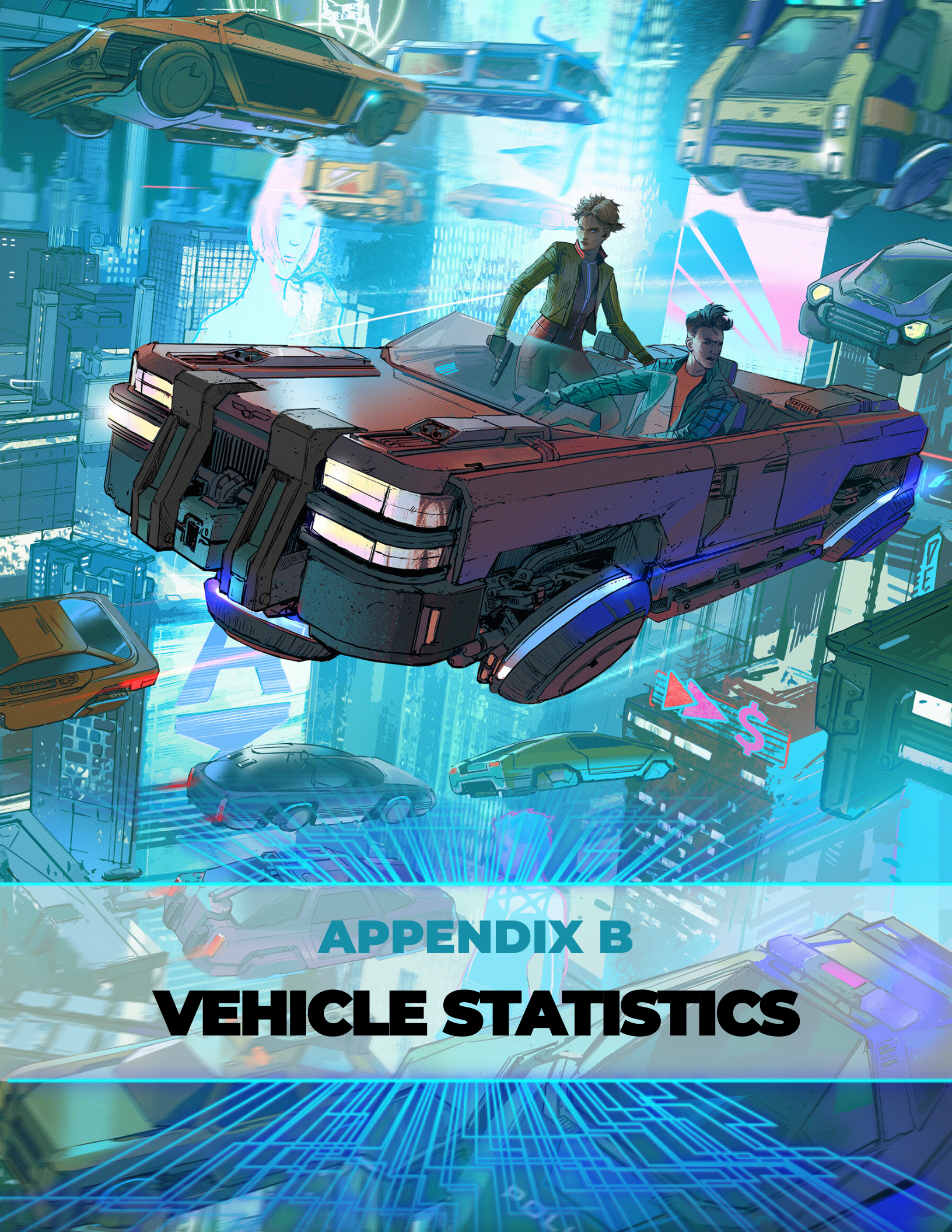
OVERDOSING

- An overdosing creature must make a DC 15 Constitution saving throw at the end of each of its turns for 1 minutes. The DC increases by 3 for every additional dose of drugs consumed while overdosing. On a failed save, the creature takes 1d10 poison damage. Failing the save by 5 or more causes the creature to fall unconscious until this condition ends.
- A creature cannot be affected by multiple instances of this condition.
- The condition ends after succeeding on three of these saving throws.

WITHDRAWAL

All effects of withdrawal are linked to the drug that the creature is currently in withdrawal from. Withdrawal with one drug does not affect addiction from other drugs, and a creature can be in withdrawal from multiple drugs at once. See the Drug section in Chapter 5 for more information about going into withdrawal.

- Upon gaining this condition, or upon finishing a long rest with this condition while a creature has at least 1 level of addiction, a creature gains 1 level of exhaustion and reduces their addiction level by 1. These levels of exhaustion do not get reduced by finishing a long rest until the creature has reduced their addiction level below 1. Levels of exhaustion from other sources, if the creature has any, can still be reduced by finishing a long rest.
- The condition ends for a creature if it consumes a dose, and the creature immediately recovers from all levels of exhaustion caused by the condition. However, the creature returns to the level of addiction it had before entering withdrawal.
- The condition also ends for a creature when their addiction levels and the exhaustion levels caused by this condition are both reduced below 1.



APPENDIX B

VEHICLE STATISTICS

After learning how to operate vehicles back in Chapter 4, now it's time to get our hands greasy with vehicle stat blocks and a list of standard and not-so-standard vehicles.

VEHICLE STAT BLOCKS

The roads, waterways, and skies of a city are constantly flowing with traffic, the lifeblood that keeps the whole show running. Whether it's a high speed chase, an illegal gun smuggling expedition, or a bout of vehicular manslaughter, vehicle stat blocks are necessary for a wide variety of situations. The following section describes vehicle stat blocks ranging from a plain four-seater car to aerial combat hovercraft, as well as instructions on how to create statistics for your own vehicles.

BASIC STATISTICS

A vehicle stat block includes many parts that are similar to creature statistics. They have hit points, armor class, speed, ability scores, and so on. This section covers the important distinctions between vehicles and creature statistics.

SIZE

Vehicles have size categories similar to creatures, though there is not always a direct correlation between a vehicle's real world size and its size category. For example, in the real world, the average motorboat can be 15 feet long or more, but instead of being Huge, as a creature would usually be, it is a Large vehicle which would imply it is no longer than 10 feet if it were a creature.

Instead of thinking of vehicles in terms of absolute lengths, the size categories are meant to be comparative for different classes of vehicles. Some vehicles are clearly larger or smaller than others. For example, Medium vehicles include motorcycles and jet skis, Large vehicles include cars and speedboats, Huge vehicles include monster trucks and helicopters, and Gargantuan vehicles include buses and yachts.

Size is primarily used for determining damage in crashes and damage from attacks.

VEHICLE TYPE

A vehicle can be a land, water, or air vehicle, depending on the types of special movement available to them. A land vehicle moves or climbs across solid surfaces, a water vehicle has a swimming speed, and an air vehicle has a flying speed.

If a vehicle has more than one movement type, then the precedence of the vehicle's type is determined by whether it has a swimming or flying speed. Water takes precedence over land, and air takes precedence over land and water. For example, the floatplane has both a swimming and flying speed. The flying speed means it is an air vehicle, which takes precedence over its swimming speed.

If a vehicle that lacks a swimming speed enters a liquid substance, it can't move and it begins to sink at a rate of 10 feet per round until it is removed from the liquid.

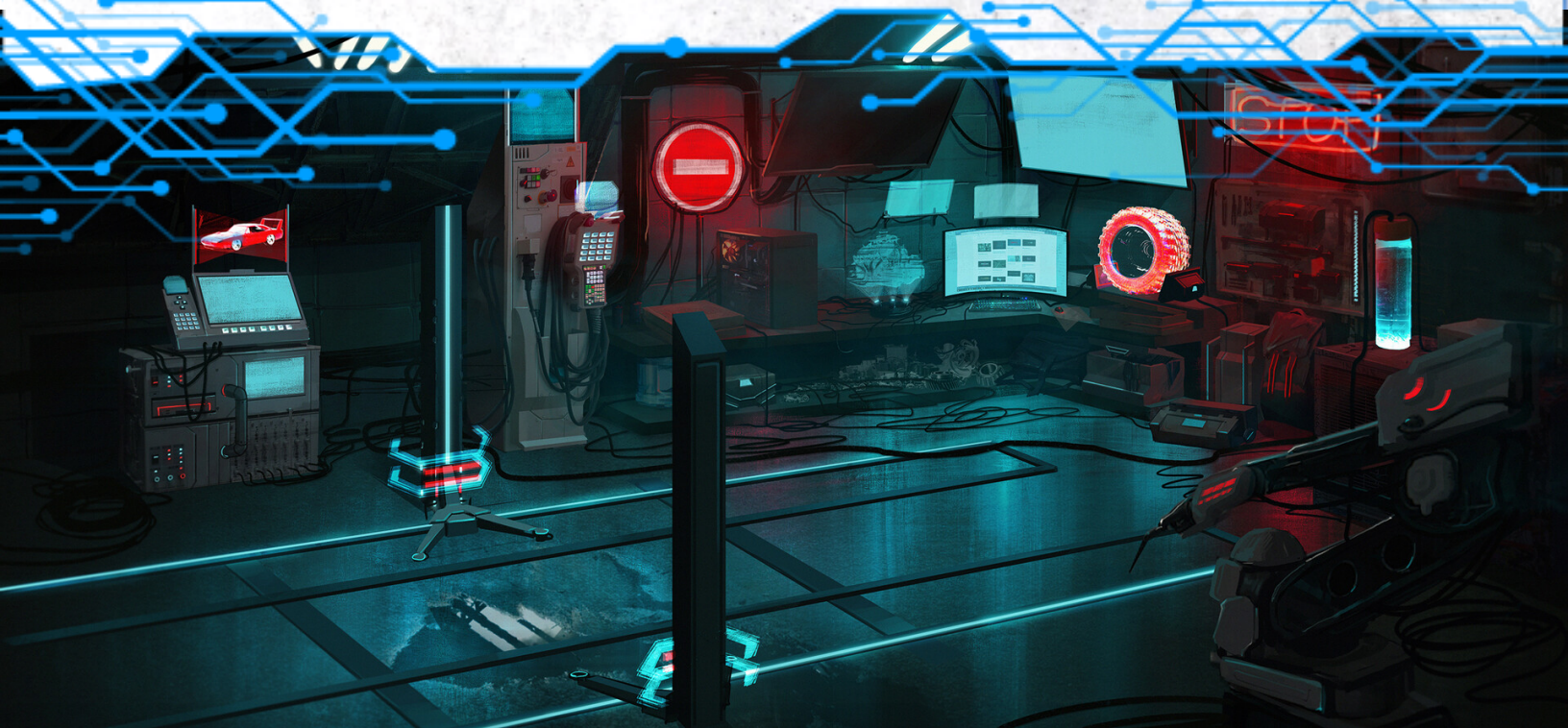
RIDER LIMIT

The rider limit determines the amount of people that can comfortably inhabit a vehicle without squeezing, or without exceeding the safety equipment of the vehicle. For example, a car might have space for 5 riders, and any additional riders past the limit may have to squeeze in between other riders, sit on their laps, or even try and find space in the trunk.

The DM decides the exact penalty for exceeding the rider limit. For example, a creature squeezing between other riders or in awkward positions may suffer the effects of a creature squeezing into a smaller place; the squeezing creature has disadvantage on attack rolls and Dexterity saving throws, and attack rolls against the creature have advantage against the creature. A creature lying in the trunk of a vehicle may have vulnerability to crashing damage. A second rider on a motorcycle may go flying off of it in a crash. Too many people standing on a boat may risk falling overboard in rough weather or in a crash, or even capsizing the boat.

CARGO CAPACITY

A vehicle's capacity is the amount of weight a vehicle can carry without penalty. The weight of riders does not count against a vehicle's capacity, unless the DM decides that a rider is particularly heavy.



If a vehicle's cargo capacity is exceeded, its fuel efficiency is decreased, the vehicle consumes 2 miles of range for every 1 mile it travels. If a vehicle is carrying more than twice its cargo capacity, its speed is reduced by half. If a vehicle is carrying more than thrice its cargo capacity, the vehicle can't move.

RANGE

A vehicle's range is the maximum distance a vehicle can travel on a full tank of fuel. Fuel for a vehicle can be a variety of fossil fuels, electricity in charged batteries, or another form of energy. Once a vehicle is out of fuel, it can't move, can't take actions or reactions, and if it would explode when it reaches 0 hit points, it does not.

Most types of fuel are easy to purchase at a rate of 1 credit per 5 miles, and fuel stations are on every other street corner. Some vehicles may use nuclear reactors, or other futuristic technology, and acquiring fuel for them may be more difficult.

ABILITY SCORES

A vehicle has the six ability scores and modifiers: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

A vehicle's Strength represents a combination of its size, weight, and the torque or power it can bring to bear. A vehicle's Dexterity describes its handling, braking, acceleration, and stability. A vehicle's Constitution embodies its durability, the sturdiness of its frame, and the amount of damage its internals can sustain before it ceases to function. Constitution also determines a system's internal resilience to meddling from spells and the sophistication of its targeting systems.

Vehicles usually have a score of 0 in Intelligence, Wisdom, and Charisma, and automatically fail any ability check or saving throw using those scores. One major exception are sentient vehicles, which typically have non-zero Intelligence, Wisdom, and Charisma scores.

HIT POINTS

A vehicle has hit points, and will be destroyed if they are reduced to 0. A vehicle does not have Hit Dice. To restore hit points, the vehicle must be repaired.

CHALLENGE (CR)

Vehicles each have a challenge rating, similar to monsters or non-player characters. When creating a vehicle, you can use a process similar to the 'Creating a Monster' section of the DMG.

The primary difference comes when calculating a vehicle's offensive challenge rating. Many vehicles, such as cars or motorcycles, don't have weapons included in their stat blocks, since they have no weapons installed by default. For these cases it is recommended to calculate a vehicle's offensive challenge rating as though it has weapons installed; use the statistics for a melee weapon mount if the vehicle has a high Strength score, otherwise use the statistics for a ranged weapon mount.

See the 'Vehicle Weapons and Damage' section later in this appendix for more information on arming a vehicle.

VEHICLE PROFICIENCY BONUS

A vehicle's proficiency bonus is determined by its challenge rating, in a manner similar to monsters, as shown in the table below.

CHALLENGE RATING	PROFICIENCY BONUS
0 - 4	+2
5 - 8	+3
9 - 12	+4
13 - 16	+5
17 - 20	+6
21 - 24	+7
25 - 28	+8
29 - 30	+9

A vehicle's proficiency bonus is added to the relevant ability modifier when the vehicle makes ability checks and saving throws with which it is proficient. It also adds it to ranged weapon attacks that the vehicle makes using its Constitution modifier.

EXPLOSIVE DEATH

Almost all vehicles explode when they are reduced to 0 hit points. Typically, targets near the vehicle must make a Dexterity saving throw to reduce the damage. The DC of the saving throw is 10 + the vehicle's Constitution modifier.

The fire damage caused by the explosion is based on its size category, as shown in the Vehicle Explosion table.

VEHICLE EXPLOSION

VEHICLE SIZE	FIRE DAMAGE
Medium	2d6
Large	4d6
Huge	6d6
Gargantuan	8d6

ACTIONS AND REACTIONS

Vehicles can have many different types of actions and reactions, although they can't use them unless a driver grants the vehicle its action or reaction. A vehicle can only take the Attack, Disengage, or Ready actions. See Chapter 4 for more information on controlling vehicles.

A vehicle may have weapons installed on it through the melee or ranged weapon mount vehicle modifications. Alternatively, it may have special weapons designed for it that have their own properties. Any weapons and other special actions available to the vehicle fall under the Actions section of the vehicle's stat block.

Typically, when the vehicle's special actions and abilities, such as the floating fortress's railgun, force a target to make a saving throw, the saving throw DC is determined by using the following formula: 8 + the vehicle's proficiency bonus + the vehicle's Constitution modifier. However, some actions may use other ability modifiers.

Vehicles may also have reactions available to them through modifications or special equipment, such as the attack helicopter's Decoy Flare.

Some vehicles even have legendary actions. Vehicles with legendary actions require a driver that is proficient with the vehicle type to drive them, and can only take legendary actions while the vehicle has a proficient driver that is not incapacitated.

VEHICLE WEAPONS AND DAMAGE

Vehicles may be equipped with mounted melee and ranged weapons. They can be standard weapons like those available as vehicle modifications, in the form of the Melee Weapon Mount and the Ranged Weapon Mount. Alternatively, they could be weapons specially designed for the vehicle, such as the VTOL warship or the war mech's weapons.

When determining the attack bonus and damage of a vehicle's standard Melee Weapon Mount, use the table below. The weapon usually deals bludgeoning, piercing, or slashing damage, depending on the nature of the weapon.

MELEE WEAPON MOUNT ATTACKS

SIZE	ATTACK BONUS	DAMAGE
Medium	Vehicle's Strength modifier + proficiency bonus	1d8 + the vehicle's Strength modifier
Large	Vehicle's Strength modifier + proficiency bonus	2d8 + the vehicle's Strength modifier
Huge	Vehicle's Strength modifier + proficiency bonus	3d8 + the vehicle's Strength modifier
Gargantuan	Vehicle's Strength modifier + proficiency bonus	4d8 + the vehicle's Strength modifier

For the attack bonus of a vehicle's standard Ranged Weapon Mount, the attack bonus depends on whether the attack is made using the driver's Dexterity or the Vehicle's Constitution for the attack roll, as shown in the Ranged Weapon Mount Attacks table (driver chooses when they make the attack). The damage type depends on the weapon and ammunition.

RANGED WEAPON MOUNT ATTACKS

MODIFIER	ATTACK BONUS
Dexterity	Driver's Dexterity modifier + proficiency bonus
Constitution	Vehicle's Constitution modifier + proficiency bonus

In addition, if the vehicle is Huge or larger, the vehicle also uses more powerful ranged weaponry, and thus can add its Constitution modifier to damage rolls for its ranged weapon attacks.

When creating statistics for a vehicle, it's recommended to use the vehicle's Constitution formula for determining its attack bonus. This makes it easier to standardize the vehicle for challenge rating calculation without having to make assumptions on the statistics of the driver.

VARIANT: FLYING VEHICLES

If your cyberpunk world has advanced beyond the need for roads and streets, then your vehicles will need to fit the environment. Such worlds may have cities filled with skyscrapers that rise for miles from deep pits where the sun cannot reach, or cities which hang from the underside of some great shell or creature, or even cities where the ground and the air near it is too toxic live upon, and so the rich and wealthy have constructed tall spires or anti-gravity islands to escape it. In such cities, traffic lanes become complex webs in the sky, moving between towers.

You can make any land or water vehicle into an air vehicle by making its flying speed equal to its walking speed. The DM can optionally reduce its walking speed to 0. If these rules are used, it is recommended to allow most people who would live in such cities to be able to drive air vehicles even if they are not proficient with them.

VEHICLE LIST

The following are a list of vehicles for use by player characters and non-player characters alike. The vehicles in this list are organized alphabetically, except for vehicles with similar functionality that can be grouped up.

Of course, the vehicles presented here are simply those that come standard a production line. The DM is welcome to create their own vehicle using the rules in the vehicle stat block section, or customize one from the following list. Similarly, with the DM's approval, the players might create their own vehicles that suit their purposes using the same rules.

DM TIP: RANGED VEHICLE ATTACKS

For a vehicle's ranged weapon attacks, the listed attack bonus in the vehicle stat block is determined using the vehicle's Constitution modifier and the vehicle's proficiency bonus. When the driver grants the vehicle its Attack action, the driver may instead opt to use its own Dexterity and proficiency bonus.

Also, as a reminder, vehicles do not have disadvantage on ranged weapon attacks when creatures are within 5 feet of them. A samurai giving a gentle backscratch to a main battle tank with their katana is not going to alter the tank's aim.

ARMORED TRANSPORT

These vehicles are typically the transport mode of choice for government officials, corporate executives, and other VIPs. The vehicle's cabin and internals, including the undercarriage, are protected by thick armor plating, and the windows are made of tempered bulletproof glass that keeps the occupants safe from harm.

ARMORED CAR

Large land vehicle

Riders 5
Cargo Capacity 500 lb.
Range 500 miles

Armor Class 16
Hit Points 110
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	0	0	0

Saving Throws Str +6
Skills Athletics +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 4 (1,100 XP)

Explosive Death. When the car is destroyed, it explodes. Targets within 10 feet of the car must make a DC 14 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the car makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as a 10.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the car's riders from attacks or other effects originating from outside the car. If the windows or doors are opened, this effect is negated on the side they are open.

ARMORED TRUCK

Large land vehicle

Riders 3
Cargo Capacity 2,000 lb.
Range 500 miles

Armor Class 16
Hit Points 120
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	0	0	0

Saving Throws Str +8, Con +7
Skills Athletics +8
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 5 (1,800 XP)

Explosive Death. When the truck is destroyed, it explodes. Targets within 10 feet of the truck must make a DC 14 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the truck makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as a 10.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the truck's riders from attacks or other effects originating from outside the truck. If the windows or doors are opened, this effect is negated on the side they are open.

ARMORED VAN

Large land vehicle

Riders 9
Cargo Capacity 1,000 lb.
Range 500 miles

Armor Class 16
Hit Points 135
Speed 110 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	20 (+5)	0	0	0

Saving Throws Str +7, Con +8
Skills Athletics +7
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 5 (1,800 XP)

Explosive Death. When the van is destroyed, it explodes. Targets within 10 feet of the van must make a DC 15 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the van makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as a 10.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the van's riders from attacks or other effects originating from outside the van. If the windows or doors are opened, this effect is negated on the side they are open.

BOATS

The waterways of cities (and the places between cities nobody cares about) are crowded with boats carrying people and goods. Whether it was planned or due to rising waters, some cities are more river than road, making boats the primary means of transportation.

CABIN CRUISER

Huge water vehicle

Riders 9
Cargo Capacity 1,000 lb.
Range 200 miles

Armor Class 14
Hit Points 135
Speed 0 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	0	0	0

Saving Throws Str +6, Con +6
Skills Athletics +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 4 (1,100 XP)

Buoyant. Designed to float, the boat cannot willingly move beneath the surface of liquids. If forced beneath the surface, the boat moves toward the surface at a rate of 30 feet per round.

Even Keel. Whenever the cruiser makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8.

Explosive Death. When the boat is destroyed, it explodes. Targets within 10 feet of the boat must make a DC 14 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

MOTORBOAT

Large water vehicle

Riders 5
Cargo Capacity 500 lb.
Range 150 miles

Armor Class 13
Hit Points 55
Speed 0 ft., swim 100 ft.

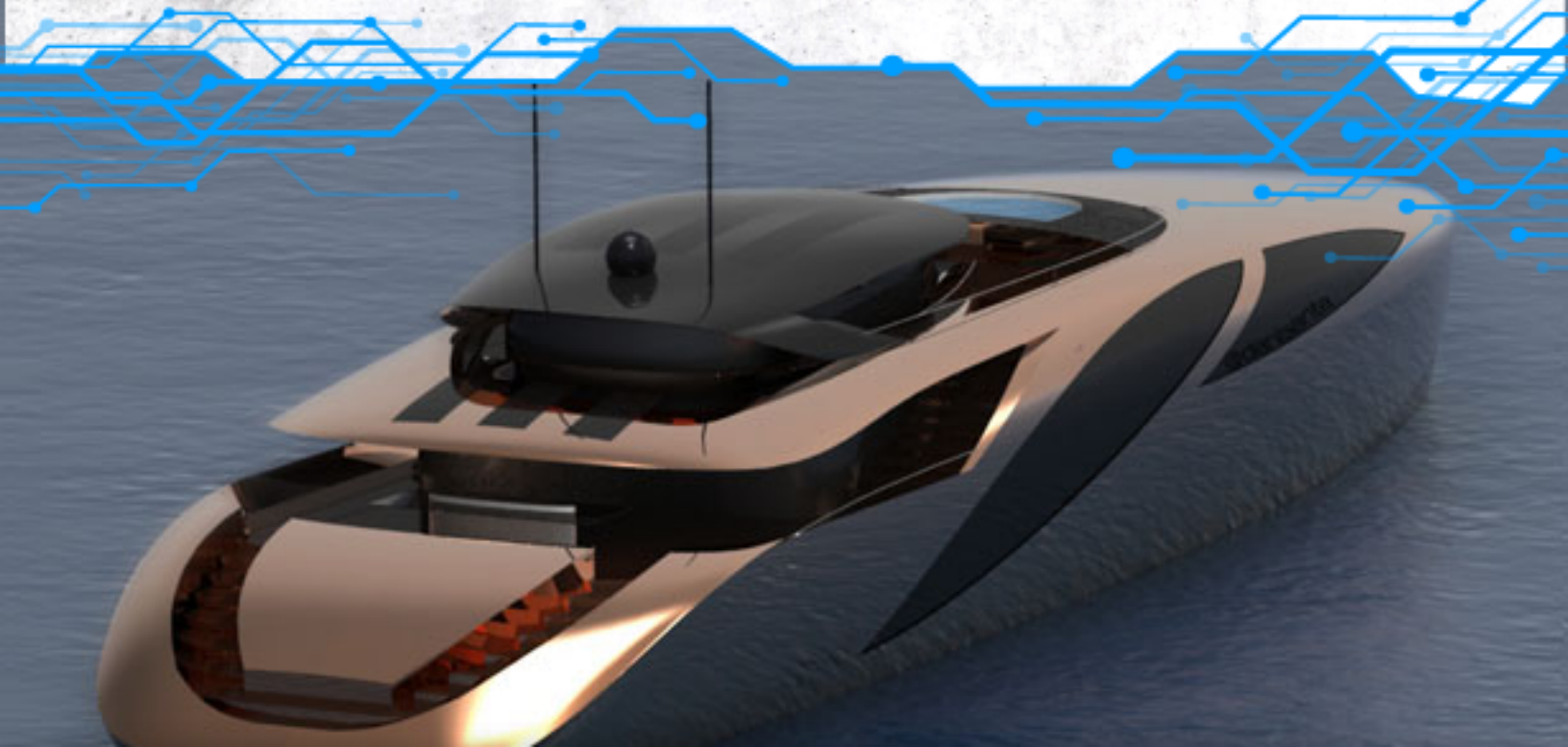
STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	0	0	0

Skills Athletics +5
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 1 (200 XP)

Buoyant. Designed to float, the motorboat cannot willingly move beneath the surface of liquids. If forced beneath the surface, the motorboat moves toward the surface at a rate of 30 feet per round.

Even Keel. Whenever the motorboat makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8.

Explosive Death. When the motorboat is destroyed, it explodes. Targets within 10 feet of the motorboat must make a DC 12 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.



PATROL BOAT

Huge water vehicle

Riders 9
Cargo Capacity 1,000 lb.
Range 500 miles

Armor Class 16
Hit Points 140
Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	19 (+4)	0	0	0

Saving Throws Str +7, Con +7
Skills Athletics +7
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 6 (2,300 XP)

Buoyant. Designed to float, the boat cannot willingly move beneath the surface of liquids. If forced beneath the surface, the boat moves toward the surface at a rate of 30 feet per round.

Even Keel. Whenever the boat makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8.

Explosive Death. When the boat is destroyed, it explodes. Targets within 10 feet of the boat must make a DC 14 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the boat's riders from attacks or other effects originating from outside the boat. If the windows or doors are opened, this effect is negated on the side they are open.

ACTIONS

Multiattack. The boat makes two weapon attacks.

Assault Cannon. *Ranged Weapon Attack:* +7 to hit, range 120/480 ft., one target. Hit: 19 (2d12 + 4) piercing damage.

PATROL BOAT

Security forces keep watch over oceans, lakes, canals, and urban water thoroughfares by patrolling on these relatively swift, armed boats.

SPEEDBOAT

Large water vehicle

Riders 5
Cargo Capacity 500 lb.
Range 150 miles

Armor Class 15
Hit Points 90
Speed 0 ft., swim 110 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	0	0	0

Saving Throws Str +6, Dex +4
Skills Acrobatics +4, Athletics +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 3 (700 XP)

Buoyant. Designed to float, the speedboat cannot willingly move beneath the surface of liquids. If forced beneath the surface, the speedboat moves toward the surface at a rate of 30 feet per round.

Even Keel. Whenever the speedboat makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8.

Explosive Death. When the speedboat is destroyed, it explodes. Targets within 10 feet of the speedboat must make a DC 13 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

BUS

Public transport is one of many trials and tribulations the average wage slave faces on a daily basis. If you're lucky, the gangsters will leave you alone, and the bus driver is sober enough to drive straight. If you're unlucky... well, at least the stylish graffiti makes it a pretty swag coffin.

BUS

Gargantuan land vehicle

Riders 50
Cargo Capacity 10,000 lb.
Range 500 miles

Armor Class 13
Hit Points 170
Speed 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	4 (-3)	18 (+4)	0	0	0

Saving Throws Str +8, Con +7
Skills Athletics +8
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 7 (2,900 XP)

Explosive Death. When the bus is destroyed, it explodes. Targets within 10 feet of the bus must make a DC 14 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the bus makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as a 10.

CARS

The backbone of metropolitan civilization. They range from cheap rust buckets, to premium sports cars for playboys and showoffs, to muscle cars designed for the sole purpose of tearing up tarmac and churning out dust for the suckers behind you to eat.

CAR

Large land vehicle

Riders 5
Cargo Capacity 500 lb.
Range 500 miles

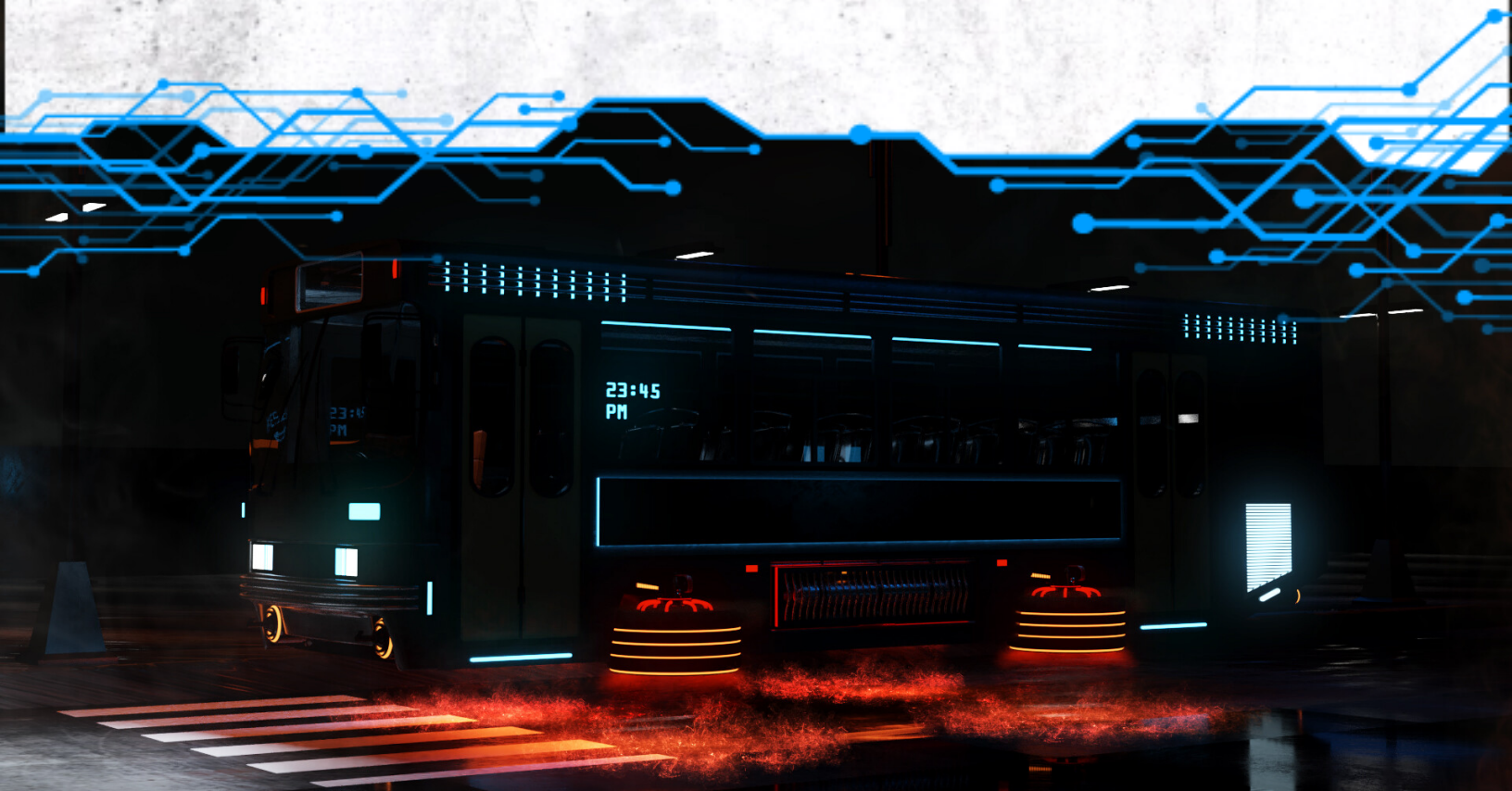
Armor Class 13
Hit Points 55
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	0	0	0

Skills Athletics +5
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 1 (200 XP)

Explosive Death. When the car is destroyed, it explodes. Targets within 10 feet of the car must make a DC 12 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the car makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as a 10.



MUSCLE CAR
Huge land vehicle

Riders 5
Cargo Capacity 1,000 lb.
Range 500 miles

Armor Class 15
Hit Points 160
Speed 140 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	18 (+4)	0	0	0

Saving Throws Str +8, Dex +7
Skills Acrobatics +7, Athletics +8
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 7 (2,900 XP)

Cinematic Death. When the car is destroyed, it explodes. Targets within 10 feet of the car must make a DC 14 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. However, while the car is racing, it is not destroyed and continues to function even at 0 hit points until someone wins the race, or it suffers a critical hit, or after 10 minutes. The car cannot be repaired while it is at 0 hit points, and it does not grant cover.

Burnout Engine (10,000₵ of Turbo Fuel to Recharge over 1 Minute). As a bonus action, the car's speed doubles until the end of the driver's next turn. For three rounds after the burnout is activated, the car has advantage on Dexterity checks and saving throws. The vehicle can use its reaction to activate the boosters when the vehicle makes a Dexterity saving throw, gaining advantage on the roll. Turbo boosters cannot be installed unless the Burnout Engine is removed.

Low Center of Gravity. Whenever the car makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as a 10.

MUSCLE CAR

This souped up car was built as an engine first, and a vehicle second. The muscle car seems to have a soul of its own, which shines through in the car's little quirks, even if it isn't technically sentient.

For example, sometimes the horn will honk on its own during times of stress, or if the ejection seating modification is installed, it will malfunction and eject the driver if they are driving too conservatively.

SPORTS CAR
Large land vehicle

Riders 5
Cargo Capacity 500 lb.
Range 500 miles

Armor Class 15
Hit Points 90
Speed 130 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	0	0	0

Saving Throws Str +6, Dex +4
Skills Acrobatics +4, Athletics +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 3 (700 XP)

Explosive Death. When the car is destroyed, it explodes. Targets within 10 feet of the car must make a DC 13 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the car makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as a 10.

FLOATING FORTRESS

Essentially a tank that rides the waves, this slow but unstoppable fortress is equipped with a powerful railgun that launches chunks of metal at speeds that break the sound barrier, as well as multiple deck guns.

It also has special modifications to protect itself during warfare on the open seas. It can seal its ports and hatches closed and submerge itself into water, making it a hard target between its thick armor and the additional defensive barrier of water.

The heating implements on the underside of the fortress can be utilized to boil water near it, creating a thick cloud of fog for evasion or ambushing purposes.

FLOATING FORTRESS

Gargantuan water vehicle

Riders 7
Cargo Capacity 3,000 lb.
Range 600 miles

Armor Class 18
Hit Points 205
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	23 (+6)	0	0	0

Saving Throws Str +10, Con +10
Skills Athletics +10, Stealth +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, prone, petrified, poisoned, stunned, unconscious
Challenge 12 (8,400 XP)

Evasive Submersion. While the fortress normally floats buoyantly, it can use its bonus action and half its movement to descend into a liquid until it is 5 feet below the surface. Once submerged, it can't move until it uses another bonus action anbd half its movement to surface.

Aside from this ability, the fortress cannot willingly move beneath the surface of liquids. If forced beneath the surface, the fortress moves toward the surface at a rate of 30 feet per round.

Even Keel. Whenever the fortress makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8.

Explosive Death. When the fortress is destroyed, it explodes. Targets within 10 feet of the fortress must make a DC 16 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the fortress's riders from attacks or other effects originating from outside the fortress. If the windows or doors are opened, this effect is negated on the side they are open.

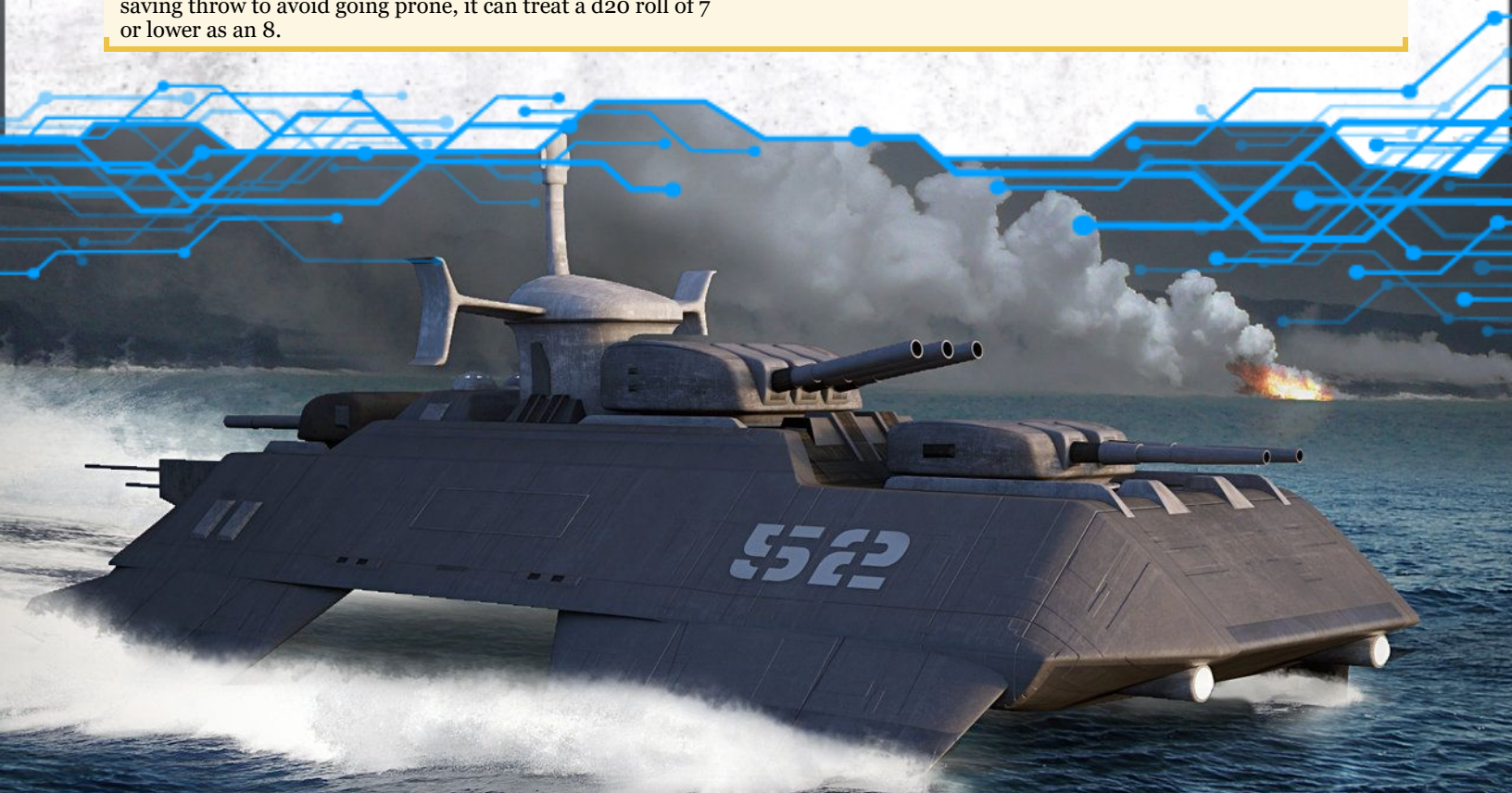
ACTIONS

Multiattack. The fortress makes three weapon attacks.

Rotary Cannon. *Ranged Weapon Attack:* +10 to hit, range 200/800 ft., one target. Hit: 19 (2d12 + 6) piercing damage. This weapon has the automatic property.

Railgun (Recharge 5-6). The fortress fires a magnetically-accelerated projectile in a 1000-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 44 (8d10) piercing damage on a failed save, or half as much damage on a successful one.

Fog Cover (2/Day). Heating elements boil the liquid around the fortress, creating a 100-foot-radius sphere of fog around it for 1 hour. The sphere spreads around corners, and its area is heavily obscured. A wind of moderate or greater speed (at least 10 miles per hour) disperses it. For 1 minute after this ability is used, creatures submerged in liquid within 10 feet of the fortress take 10 (3d6) fire damage at the start of each of their turns.



FLOATPLANE

Gargantuan air vehicle

Riders 7
Cargo Capacity 1,000 lb.
Range 2,000 miles

Armor Class 13
Hit Points 155
Speed 0 ft., fly 160 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	0	0	0

Saving Throws Str +7
Skills Athletics +7
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 6 (2,300 XP)

Amphibious Aircraft. Whenever the floatplane makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8. While stationary or swimming, the floatplane has a flying speed of 0. To gain its normal flying speed, the floatplane must swim at least 50 feet per round for three rounds in a straight line. While flying, the floatplane must move at least 80 feet in a straight line on its turn or fall.

Buoyant. Designed to float, the floatplane cannot willingly move beneath the surface of liquids. If forced beneath the surface, the fortress moves toward the surface at a rate of 30 feet per round.

Explosive Death. When the floatplane is destroyed, it explodes. Targets within 10 feet of the floatplane must make a DC 15 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

FLOATPLANE

The favored aircraft of smugglers, archaeologists, evil millionaires, and anyone who needs to be able to reach remote places far from any airfield. These floatplanes have plenty of range and room for passengers and cargo, and buoyant floats on struts beneath them that allow them to skate along the surface of the water like a boat.

All a floatplane needs for takeoff is any clear section of ocean, lake, or even a reasonably long and straight stretch of river. Hydrobrakes obviate the need for a long landing, but pilots had better beware landing in puddles too small to take off from.

HELICOPTERS

The hypnotic hum of the whirling blades is enough to lull a person to sleep, or wake you up in a cold sweat, depending on your personal experience with rotory-wing aircraft. When space and time are at a premium, it is the helicopter's time to shine. In any city with a thousand high-rises, there are just as many landing pads.

For a high-level executive, the helicopter is crucial for multiple reasons. It allows them to move from meeting to meeting on a precise schedule, the ride itself is smooth and comfortable, and they also afford a good view for looking down on the scum and wage slaves scurrying beneath them, both literally and metaphorically.

Helicopters range in design and purpose from the average news helicopter for carrying passengers, to armed and armored attack helicopters, to enormous airborne predators made to rain death from above, and beyond.

ASSAULT HELICOPTER

Gargantuan air vehicle

Riders 4
Cargo Capacity 6,000 lb.
Range 400 miles

Armor Class 17
Hit Points 220
Speed 0 ft., fly 130 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	23 (+6)	0	0	0

Saving Throws Str +10, Dex +8, Con +11
Skills Acrobatics +8, Athletics +10
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 13 (10,000 XP)

Explosive Death. When the helicopter is destroyed, it explodes. Targets within 10 feet of the helicopter must make a DC 16 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the helicopter's riders from attacks or other effects originating from outside the helicopter. If the windows or doors are opened, this effect is negated on the side they are open.

Stable Flight. Whenever the helicopter makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8.

ACTIONS

Multiattack. The helicopter makes four weapon attacks.

Rotary Cannon. *Ranged Weapon Attack:* +11 to hit, range 200/800 ft., one target. Hit: 19 (2d12 + 6) piercing damage. This weapon has the automatic property.

Missile Bombardment (Recharge 5-6). The helicopter launches a barrage of missiles at a point within 240 feet of it. Each target in a 30-foot-radius sphere centered on that point must make a DC 19 Dexterity saving throw, taking 28 (8d6) piercing and 28 (8d6) thunder damage on a failed save, or half as much damage on a successful one.

REACTIONS

Decoy Flare. When the helicopter is attacked by a creature or vehicle it can see that is more than 100 feet away from it, it can impose disadvantage on the attack roll.

ASSAULT HELICOPTER

The harsh whirring sounds of this enormous helicopter's blades have been the death knell of countless soldiers on the battlefield. Agile, robust, and armed to the teeth with rotary cannons and missiles, they are good reason to fear the open skies.

ATTACK HELICOPTER

The assault helicopter's little brother, this well-armed rotorcraft is used by police and corporate security forces everywhere for high-threat situations and aerial pursuit of suspects.

MILITARY TRANSPORT HELICOPTER

While these transport helicopters are heavily armed and armored, their primary purpose is not to engage in extended skirmishes or battles. Instead, they provide covering fire for the fighting squad they can insert into any combat situation.

In addition to the standard decoy flares to ward off enemy fire, the helicopter comes equipped with drop-cables for swift personnel insertion or extraction.

ATTACK HELICOPTER

Huge air vehicle

Riders 4
Cargo Capacity 2,000 lb.
Range 500 miles

Armor Class 16
Hit Points 125
Speed 0 ft., fly 140 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	20 (+5)	0	0	0

Saving Throws Str +6, Dex +7
Skills Acrobatics +7, Athletics +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 6 (2,300 XP)

Explosive Death. When the helicopter is destroyed, it explodes. Targets within 10 feet of the helicopter must make a DC 15 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the helicopter's riders from attacks or other effects originating from outside the helicopter. If the windows or doors are opened, this effect is negated on the side they are open.

Stable Flight. Whenever the helicopter makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8.

ACTIONS

Multiattack. The helicopter makes two weapon attacks.

Gatling Gun. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. Hit: 16 (2d10 + 5) piercing damage. This weapon has the automatic property.

Missile Barrage (Recharge 5-6). The helicopter launches a barrage of missiles at a point within 240 feet of it. Each target in a 20-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw, taking 17 (5d6) piercing and 17 (5d6) thunder damage on a failed save, or half as much damage on a successful one.

REACTIONS

Decoy Flare. When the helicopter is attacked by a creature or vehicle it can see that is more than 100 feet away from it, it can impose disadvantage on the attack roll.

HELICOPTER

Huge air vehicle

Riders 6
Cargo Capacity 2,000 lb.
Range 500 miles

Armor Class 14
Hit Points 75
Speed 0 ft., fly 130 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	0	0	0

Skills Acrobatics +5
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 2 (450 XP)

Explosive Death. When the helicopter is destroyed, it explodes. Targets within 10 feet of the helicopter must make a DC 13 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Stable Flight. Whenever the helicopter makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8.

MILITARY TRANSPORT HELICOPTER

Gargantuan air vehicle

Riders 20
Cargo Capacity 6,000 lb.
Range 600 miles

Armor Class 15
Hit Points 180
Speed 0 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	21 (+5)	0	0	0

Saving Throws Str +9
Skills Athletics +9
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 9 (5,000 XP)

Drop-Cable. The helicopter's swift insertion system for riders to safely reach the ground. A creature riding the helicopter, or near a lowered cable beneath the helicopter, can use its bonus action to tether itself to a cable. The creature can then use half its movement to ascend or descend up to 100 feet without taking falling damage if it lands.

The cable automatically untethers and retracts itself when the creature lands on a solid or liquid surface, or when it re-enters the helicopter. Otherwise the cable allows the creature to hang below the helicopter until the creature lands or it returns to the helicopter.

Explosive Death. When the helicopter is destroyed, it explodes. Targets within 10 feet of the helicopter must make a DC 15 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the helicopter's riders from attacks or other effects originating from outside the helicopter. If the windows or doors are opened, this effect is negated on the side they are open.

Stable Flight. Whenever the helicopter makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8.

ACTIONS

Multiattack. The helicopter makes three weapon attacks, only one of which can be a Missile attack.

Rotary Cannon. *Ranged Weapon Attack:* +9 to hit, range 200/800 ft., one target. Hit: 18 (2d12 + 5) piercing damage. This weapon has the automatic property.

Missile. *Ranged Weapon Attack:* +9 to hit, range 240/960 ft., one target. Hit: 12 (2d6 + 5) piercing damage and 7 (2d6) thunder damage. This weapon has the blast property.

REACTIONS

Decoy Flare. When the helicopter is attacked by a creature or vehicle it can see that is more than 100 feet from it, it can impose disadvantage on the attack roll.

JET SKIS

Speedy and small, these watercraft are designed for a single rider. The sleek and compact design allow for easy navigation down tight canals and waterways, or high speed and maneuverability in more open waters.

They range in quality from the common jet ski, perfect for family vacation fun, to the powerful waverider, which provides high performance for racing or tactical operations in equal measure.

JET SKI

Medium water vehicle

Rider Limit 1
Cargo Capacity 250 lb.
Range 150 miles

Armor Class 14
Hit Points 25
Speed 0 ft., swim 110 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	0	0	0

Skills Acrobatics +5
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 1/2 (100 XP)

Buoyant. Designed to float, the jet ski cannot willingly move beneath the surface of liquids. If forced beneath the surface, the jet ski moves toward the surface at a rate of 30 feet per round.

Explosive Death. When the jet ski is destroyed, it explodes. Targets within 10 feet of the jet ski must make a DC 11 Dexterity saving throw. A target takes 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

LUXURY JET SKI

Medium water vehicle

Riders Limit 1
Cargo Capacity 250 lb.
Range 150 miles

Armor Class 15
Hit Points 55
Speed 0 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	0	0	0

Saving Throws Dex +6
Skills Acrobatics +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 1 (200 XP)

Buoyant. Designed to float, the jet ski cannot willingly move beneath the surface of liquids. If forced beneath the surface, the jet ski moves toward the surface at a rate of 30 feet per round.

Explosive Death. When the jet ski is destroyed, it explodes. Targets within 10 feet of the jet ski must make a DC 11 Dexterity saving throw. A target takes 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

WAVERIDER

Medium water vehicle

Rider Limit 1
Cargo Capacity 250 lb.
Range 150 miles

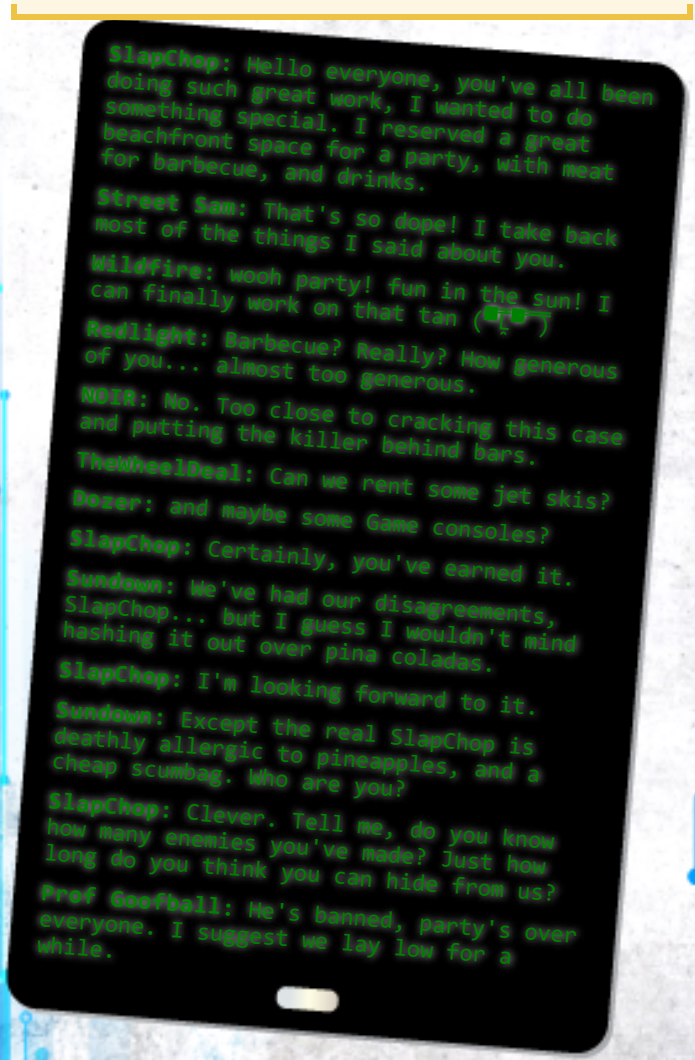
Armor Class 16
Hit Points 75
Speed 0 ft., swim 120 ft.

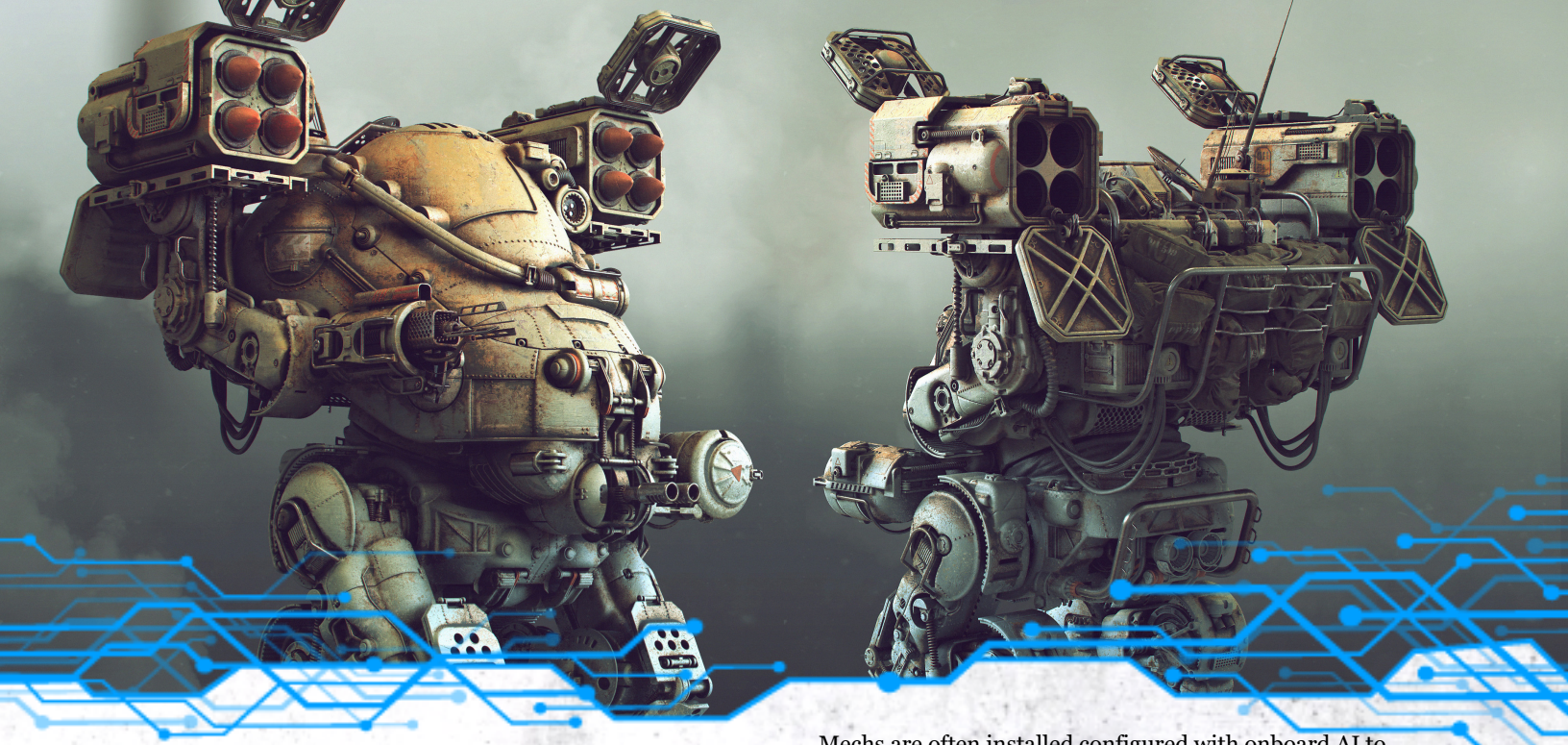
STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	0	0	0

Saving Throws Dex +7
Skills Acrobatics +7, Athletics +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 2 (450 XP)

Buoyant. Designed to float, the waverider cannot willingly move beneath the surface of liquids. If forced beneath the surface, the waverider moves toward the surface at a rate of 30 feet per round.

Explosive Death. When the waverider is destroyed, it explodes. Targets within 10 feet of the waverider must make a DC 12 Dexterity saving throw. A target takes 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.





MECHS

Standing tall on two legs, these machines of war bear a roughly humanoid shape. They stride through battlefield, or rise into the sky on jet propulsion, leaving devastation in their wake. They wield weaponry either built into the mech's frame, or as a person might in the mech's powerful hands.

Mechs are often installed configured with onboard AI to assist with combat coordination and analysis, as it can be difficult for a single rider to control such a complicated piece of advanced technology. In order to be an efficient fighting unit, a mech's AI and its pilot must fight as one. This is often a tricky process, taking numerous battles before a level of trust is reached for a bond to form between machine and pilot.

COMBAT MECH

Large air vehicle

Riders 1
Cargo Capacity 500 lb.
Range 150 miles

Armor Class 17
Hit Points 165
Speed 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	20 (+5)	0	0	0

Saving Throws Str +9, Dex +7
Skills Athletics +9
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 12 (8,400 XP)

Armored Cockpit. Bulletproof armor grants total cover to the mech's rider from attacks or other effects originating from outside the suit, while sensors grant the driver vision and audio feed from the outside. If the mech is opened, this effect is negated.

Explosive Death. When the mech is destroyed, it explodes. Targets within 10 feet of the mech must make a DC 15 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Walking Colossus. If the mech is knocked prone, it does not have the flipped condition.

ACTIONS

Multiattack. The mech makes three weapon attacks.

Crushing Piston. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) bludgeoning damage.

Missile. *Ranged Weapon Attack:* +9 to hit, range 240/960 ft., one target. Hit: 12 (2d6 + 5) piercing damage and 7 (2d6) thunder damage. This weapon has the blast property.

Railgun (Recharge 4-6). The mech fires a magnetically-accelerated projectile in a 800-foot line that is 5 feet wide. Each target in that line must make a DC 17 Dexterity saving throw, taking 33 (6d10) piercing damage on a failed save, or half as much damage on a successful one.

Missile Swarm (1/Day). The mech unleashes a swarm of missiles in a fan from its back, targeting up to 10 creatures or vehicles it can see within 200 feet of it. The mech can make a Missile attack against each target. For 1 minute after using this ability, missiles continue to swirl around the mech, and the mech can use its bonus action on each of its turns to make a single Missile attack.

REACTIONS

Deflector Shield. When the mech is hit by an attack, it can raise a barrier in response, gaining 15 temporary hit points before it takes damage from the triggering attack.

MECH SUIT

The mech suit is a more compact, personal version of the larger mechs. Elite shock troopers prefer them for battles in close quarters, such as moving room to room in an urban conflict. They allow the user to utilize their normal weapons, receiving recoil and impact feedback from the haptic technology built into the gauntlets.

MECH SUIT

Medium land vehicle

Riders 1
Cargo Capacity 250 lb.
Range 150 miles

Armor Class 17
Hit Points 100
Speed 40 ft.

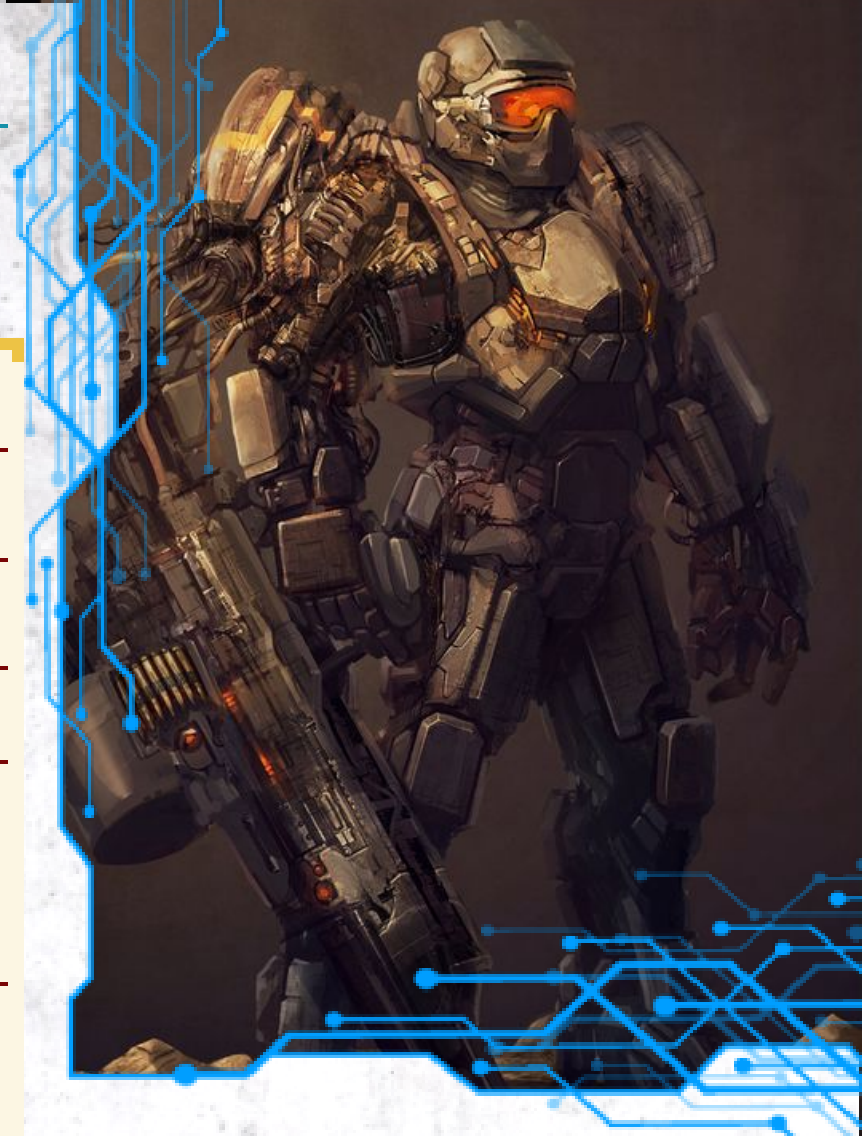
STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	0	0	0

Saving Throws Str +7
Skills Athletics +7
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 4 (1,100 XP)

Armored Cockpit. Bulletproof armor grants total cover to the suit's rider from attacks or other effects originating from outside the suit, while sensors grant the driver vision and audio feed from the outside. If the suit is opened, this effect is negated.

Explosive Death. When the suit is destroyed, it explodes. Targets within 10 feet of the suit must make a DC 13 Dexterity saving throw. A target takes 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Walking Goliath. If the suit is knocked prone, it does not have the flipped condition. The suit has hands that allow the driver to use any melee or ranged weapon the driver is proficient with. When the suit takes the Attack or Multiattack action, it can make the same number of attacks that its driver could if the driver took the Attack or Multiattack action. The suit can also take the Dash action.



MYTHICAL MECH

"What's that? The transponder signature of that mech... could it really be...?"

"Impossible! They're just a myth, a fairy tale! Move in and destroy it!"

"Eeeaarrgh!" Explosions, then the signal goes dead.

This mech must just be a legend. Its weapon systems are too advanced, its defenses too impenetrable, and its engine too powerful for it be real. Such would have to be the result of intermingling magical artifacts and state-of-the-art technology beyond our current means.

But, hypothetically, if it were real, it would be a demon on any battlefield, capable of demolishing an army by itself. The scale of destruction it could cause would make it on par with a weapon of mass destruction.

Such a demon could not be controlled by one pilot; the strain of managing the mech's combat capabilities and battle data would overwhelm any single person. Instead, it would need to be piloted by a team of two individuals who had built a level of synchronicity allowing them to operate in tandem as a single force of will guiding the mech.

Like I said before, just a legend.

MYTHICAL MECH

Gargantuan air vehicle

Riders 2
Cargo Capacity 20,000 lb.
Range 10,000 miles

Armor Class 20
Hit Points 500
Speed 70 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	19 (+4)	27 (+8)	0	0	0

Saving Throws Str +17, Dex +12, Con +16
Skills Acrobatics +12, Athletics +17
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 27 (105,000 XP)

Armored Cockpit. Bulletproof armor grants total cover to the mech's riders from attacks or other effects originating from outside the suit, while sensors grant the driver vision and audio feed from the outside. If the mech is opened, this effect is negated.

Epic Death. When the mech is destroyed, it explodes in a fantastic burst of light that can be seen from 100 miles away. Targets within 100 feet of the mech must make a DC 24 Constitution saving throw. A target takes 33 (6d10) radiant damage on a failed save, or half as much damage on a successful one.

Legendary Resistance (3/Day). If the mech fails a saving throw, it can choose to succeed instead.

Pulsar Engine. While the mech is below half its hit points, its speed doubles, it gains an additional legendary action, and when it rolls a d6 to recharge one of its actions, it automatically recharges the action. Additionally, while this ability is active, at the start of the mech's turn, creatures within 200 feet of the mech must succeed on a DC 15 Constitution saving throw or gain 1 level of irradiated.

Walking Titan. If the mech is knocked prone, it does not have the flipped condition.

ACTIONS

Multiattack. The mech makes two melee weapon attacks.

Ion Blade. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. Hit: 27 (4d8 + 9) slashing damage and 16 (3d10) force damage.

Missile. *Ranged Weapon Attack:* +16 to hit, range 240/960 ft., one target. Hit: 15 (2d6 + 8) piercing damage and 7 (2d6) thunder damage. This weapon has the blast property.

Warp Strike (Recharge 5-6). The mech can make an ion blade attack against up to 4 targets it can see within 100 feet of it. It then teleports to an unoccupied space it can see within 20 feet of one of the targets.

Neutron Cannon (Recharge 5-6). The mech fires a beam of energy in a line that is 10 miles long and 15 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 66 (12d10) force damage damage on a failed save, or half as much damage on a successful one.

REACTIONS

Warp Barrier. When the mech is hit by a ranged weapon attack, the mech is unaffected, and the effect is reflected back at the attacker as though it originated from the mech, turning the attacker into the target.

LEGENDARY ACTIONS

The mythical mech can take take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The mythical mech regains spent legendary actions at the start of its turn.

Scan. One of the mech's drivers makes a Wisdom (Perception) check with advantage.

Missile Attack. The mech makes a missile attack.

Ion Blade Attack (Costs 2 Actions). The mech makes an ion blade attack.

Jet Boosters (Costs 2 Actions). The mech activates its jets and superheats the air around it. Each target within 10 feet of the mech must succeed on a DC 24 Dexterity saving throw or take 13 (2d6 + 8) fire damage. The vehicle can then fly up to half its flying speed.

Armageddon Countdown (Costs 3 Actions, 1/Day). The mythical mech begins charging up its pulsar engine. At the end of each round, for 3 rounds, an effect occurs. On initiative count 0 for the first two rounds, creatures within 200 feet of the mech that can see it must make a DC 24 Constitution saving throw, taking 14 (4d6) radiant damage on a failed save, or half as much on a successful save.

On initiative count 0 of the third round, the mythical mech gains the ability to cast the nuke spell once (spell save DC 24) without spellcasting components, and with a casting time of 1 action. The mech must cast the spell within 10 minutes.

WAR MECH

Huge air vehicle

Riders 1
Cargo Capacity 1,000 lb.
Range 150 miles

Armor Class 18
Hit Points 250
Speed 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	21 (+5)	0	0	0

Saving Throws Str +11, Dex +9
Skills Athletics +11
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 19 (22,000 XP)

Armored Cockpit. Bulletproof armor grants total cover to the mech's rider from attacks or other effects originating from outside the suit, while sensors grant the driver vision and audio feed from the outside. If the mech is opened, this effect is negated.

Explosive Death. When the mech is destroyed, it explodes. Targets within 10 feet of the mech must make a DC 15 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Resistance (2/Day). If the mech fails a saving throw, it can choose to succeed instead.

Walking Behemoth. If the mech is knocked prone, it does not have the flipped condition.

ACTIONS

Multiattack. The mech makes two weapon attacks.

Heated Blade. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. Hit: 21 (3d10 + 5) slashing damage and the target begins burning for 1 minute so long as it is not already burning from a heated blade attack, taking 13 (3d8) fire damage at the start of each of its turns.

Missile. *Ranged Weapon Attack:* +11 to hit, range 240/960 ft., one target. Hit: 12 (2d6 + 5) piercing damage and 7 (2d6) thunder damage. This weapon has the blast property.

Gauss Cannon (Recharge 5-6). The mech fires a beam of concentrated energy in a 2,000-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 49 (9d10) force damage damage on a failed save, or half as much damage on a successful one.

Missile Swarm (1/Day). The mech unleashes a swarm of missiles in a fan from its back, targeting up to 10 creatures or vehicles it can see within 200 feet of it. The mech can make a rocket launcher attack against each target. For 1 minute after using this ability, missiles continue to swirl around the mech, and the mech can use its bonus action on each of its turns to make a single rocket launcher attack.

REACTIONS

Deflector Shield. When the mech is hit by an attack, it can raise a barrier in response, gaining 20 temporary hit points before it takes damage from the triggering attack.

LEGENDARY ACTIONS

The war mech can take take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The war mech regains spent legendary actions at the start of its turn.

Scan. The mech's driver makes a Wisdom (Perception) check.

Missile Attack. The mech makes a missile attack.

Heated Blade Attack (Costs 2 Actions). The mech makes a heated blade attack.

Jet Boosters (Costs 2 Actions). The mech activates its jets and superheats the air around it. Each target within 10 feet of the mech must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 5) fire damage. The vehicle can then fly up to half its flying speed.

MILITARY LAND VEHICLES

These vehicles are your standard issue ground transport vehicles for patrol or insertion into dangerous situations. Thick armor protects soldiers inside from direct weapons fire, while mounted weapons provide covering fire for those making a break into nearby terrain or buildings.

Of course, they cost a small fortune to buy and arm, of which a non-insignificant portion goes to kickbacks and bribes for the politicians that authorized the expenditure. Unfortunately, that cuts a bit into the armor budget, as do the bonuses for the manufacturer's CEO, but leaving it a bit on the thin and brittle side probably won't make a difference.

After all, it's what the soldiers signed up for, right?

MILITARY HUMVEE

Large land vehicle

Riders 8
Cargo Capacity 2,000 lb.
Range 300 miles

Armor Class 17
Hit Points 140
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	0	0	0

Saving Throws Str +8, Con +8
Skills Athletics +8
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 6 (2,300 XP)

Explosive Death. When the humvee is destroyed, it explodes. Targets within 10 feet of the humvee must make a DC 15 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the humvee makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the humvee's riders from attacks or other effects originating from outside the humvee. If the windows or doors are opened, this effect is negated on the side they are open.

ACTIONS

Multiattack. The humvee makes two weapon attacks.

Gatling Gun. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. Hit: 11 (2d10) piercing damage. This weapon has the automatic property.

MILITARY PERSONNEL CARRIER

The military transport vehicle is capable of bringing a squad of armed soldiers to the battlefront. Equipped with the lovely pair of an assault cannon and a rocket launcher, it's more than capable of warding off insurgent forces en route. Overly zealous police or corporate security forces will also sometimes utilize these carriers.

While not exactly built for comfort, the interior is spacey enough for a small armory of firearms, body armor, and ordinance. Or, if you're optimistic, perhaps food, tents, and other supplies for a humanitarian mission. Just don't expect a pleasant smell, the carrier does not come equipped with a shower.

MILITARY PERSONNEL CARRIER

Huge land vehicle

Riders 11
Cargo Capacity 3,000 lb.
Range 300 miles

Armor Class 17
Hit Points 165
Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	21 (+5)	0	0	0

Saving Throws Str +9, Con +8
Skills Athletics +9
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 8 (3,900 XP)

Explosive Death. When the carrier is destroyed, it explodes. Targets within 10 feet of the carrier must make a DC 15 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the carrier makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

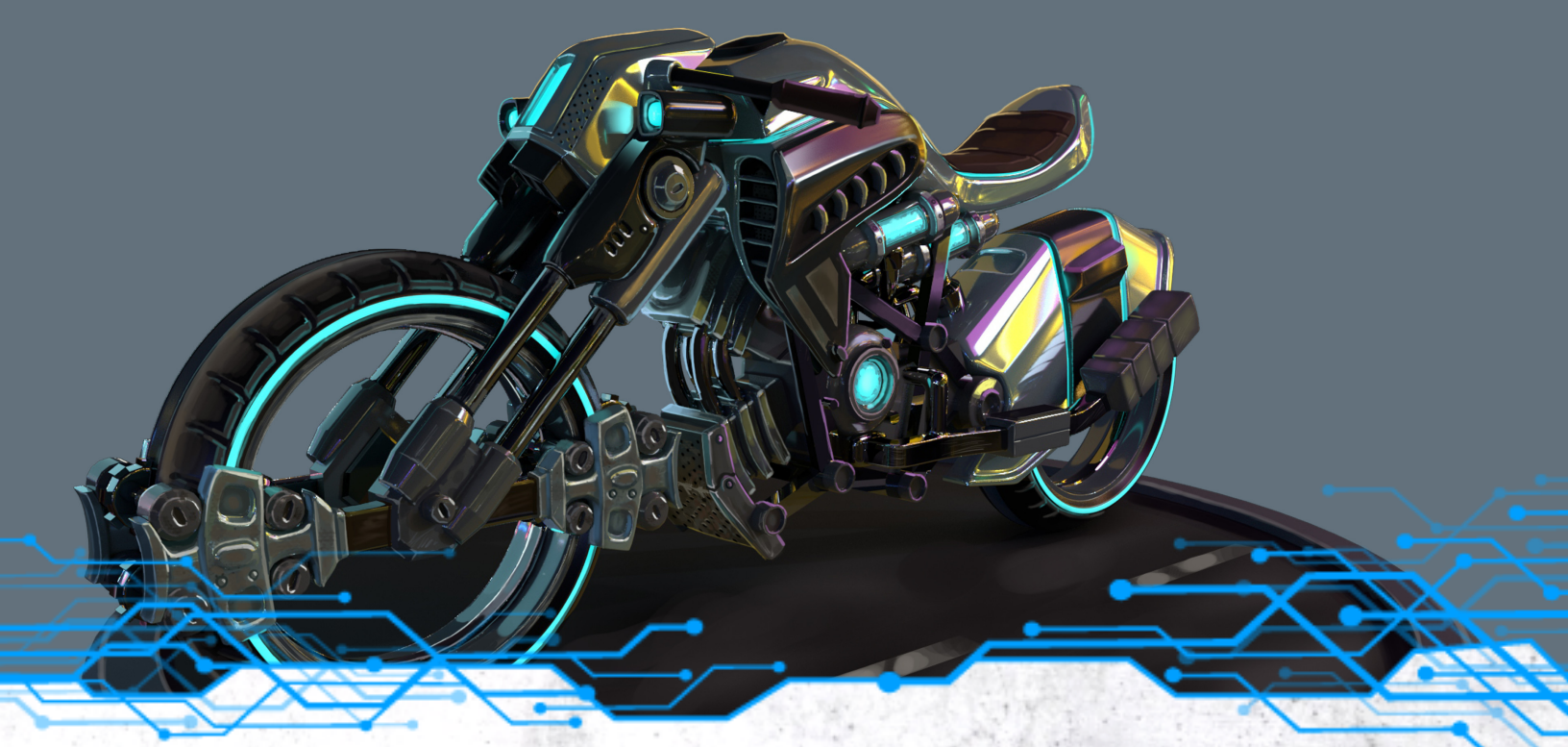
Shielded Riders. Bulletproof windows and armored panels grant total cover to the carrier's riders from attacks or other effects originating from outside the carrier. If the windows or doors are opened, this effect is negated on the side they are open.

ACTIONS

Multiattack. The carrier makes two weapon attacks, only one of which can be with its Rocket Launcher.

Assault Cannon. *Ranged Weapon Attack:* +8 to hit, range 120/480 ft., one target. Hit: 18 (2d12 + 5) piercing damage.

Rocket Launcher. *Ranged Weapon Attack:* +8 to hit, range 120/480 ft., one target. Hit: 12 (2d6 + 5) piercing damage and 7 (2d6) thunder damage. This weapon has the blast property.



MOTORCYCLES

The motorcycle gang moves like a pack of wolves along neon-stained streets, weaving in between cars and trailer trucks, the gangsters hooting and hollering all the way. The motorcycle is an iconic part of the cyberpunk genre.

They're also dangerous for the inexperienced and untrained rider. Capable of extremely high speeds, but lacking the stability of a four-wheel vehicle, all it takes is one slip for a catastrophe to occur. Of course, when you're high as a rocket ship and don't know any better, that sort of thing doesn't really cross your mind.

Motorcycles range in quality of build from cheap, unbalanced deathtraps, to professional and motocross grade deathtraps, all the way to highly engineered, full-throttle deathtraps. Just do you and your family a favor and get some life insurance before you hop on one of these bad boys.

MOTORCYCLE

Medium land vehicle

Rider Limit 1
Cargo Capacity 250 lb.
Range 150 miles

Armor Class 14
Hit Points 25
Speed 130 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	0	0	0

Skills Acrobatics +5
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 1/2 (100 XP)

Explosive Death. When the motorcycle is destroyed, it explodes. Targets within 10 feet of the motorcycle must make a DC 11 Dexterity saving throw. A target takes 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

SPORTS MOTORCYCLE

Medium land vehicle

Riders Limit 1
Cargo Capacity 250 lb.
Range 150 miles

Armor Class 15
Hit Points 55
Speed 140 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	13 (+1)	0	0	0

Saving Throws Dex +6
Skills Acrobatics +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 1 (200 XP)

Explosive Death. When the motorcycle is destroyed, it explodes. Targets within 10 feet of the motorcycle must make a DC 11 Dexterity saving throw. A target takes 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

WARCYCLE
Medium land vehicle

Rider Limit 1
Cargo Capacity 250 lb.
Range 150 miles

Armor Class 16
Hit Points 75
Speed 140 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	14 (+2)	0	0	0

Saving Throws Dex +7
Skills Acrobatics +7, Athletics +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 2 (450 XP)

Explosive Death. When the warcycle is destroyed, it explodes. Targets within 10 feet of the warcycle must make a DC 12 Dexterity saving throw. A target takes 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

PILOTED WALKER

Not quite a mech, but not quite a normal vehicle either, this hybrid vehicle is designed for high ground speed and mobility over uneven terrain. It does so without sacrificing its weapons systems, which include an anti-personnel flechette launcher array.

PILOTED WALKER
Large land vehicle

Riders 1
Cargo Capacity 1,000 lb.
Range 300 miles

Armor Class 16
Hit Points 190
Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	18 (+4)	0	0	0

Saving Throws Str +8, Dex +8
Skills Athletics +8, Acrobatics +8
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 9 (5,000 XP)

Dextrous Biped. If the walker is knocked prone, it does not have the flipped condition. Moving through nonmagical difficult terrain costs the walker no extra movement.

Explosive Death. When the walker is destroyed, it explodes. Targets within 10 feet of the walker must make a DC 14 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the walker's riders from attacks or other effects originating from outside the walker. If the windows or doors are opened, this effect is negated on the side they are open.

Devastating Leap. As a bonus action, the walker can jump to an unoccupied space it can see on the ground within 30 feet of it. Targets within 10 feet of the walker when it lands must make a DC 16 Strength saving throw. On a failed save, a target takes 9 (2d8) thunder damage and is knocked prone. On a successful save, a target takes half as much damage and isn't knocked prone.

ACTIONS

Multiattack. The walker makes three weapon attacks.

Assault Cannon. *Ranged Weapon Attack:* +8 to hit, range 120/480 ft., one target. Hit: 13 (2d12) piercing damage. This weapon has the automatic property.

Flechette Spray (Recharge 5-6). The walker sprays flechette rounds in a 30-foot cone. Each target in the area must make a DC 16 Dexterity saving throw, taking 35 (10d6) piercing damage on a failed save, or half as much damage on a successful one.

POLICE CAR

Large land vehicle

Riders 5
Cargo Capacity 500 lb.
Range 500 miles

Armor Class 15
Hit Points 90
Speed 130 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	0	0	0

Saving Throws Str +6, Dex +4
Skills Acrobatics +4, Athletics +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 3 (700 XP)

Explosive Death. When the car is destroyed, it explodes. Targets within 10 feet of the car must make a DC 13 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the car makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

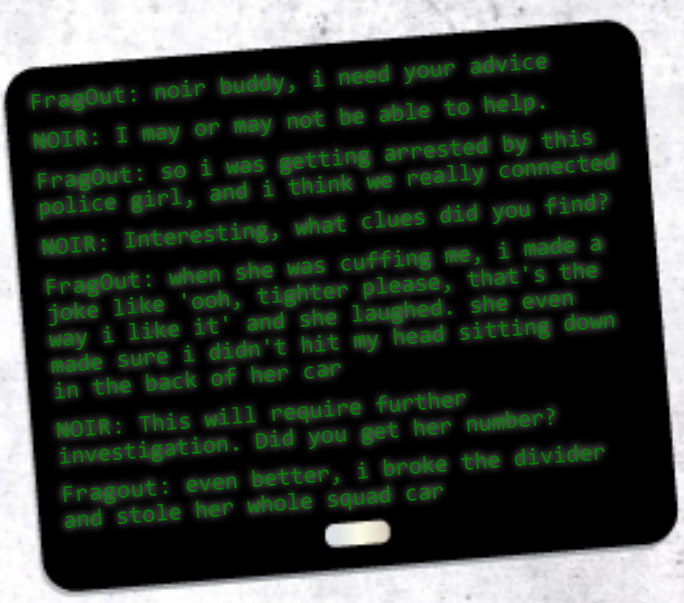
Suspect Transport. The rear seats of the police car are divided from the front seats by a transparent plasteel barrier with an AC of 15 and 40 hit points, providing total cover between the two. The rear doors are locked to prevent exiting. As an action, the driver can deploy tear gas for 1 minute, but only in the back seats.

Each creature that is completely within the tear gas must make a DC 14 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

POLICE CAR

The flashing red and blue lights are usually a sign that a night has either gone very wrong, or very right. The police are quick to arrive to the scene (provided they've been bribed or paid enough) in these specially designed cars.

The average police car is actually quite powerful, made for high-speed chases and interception. They are also designed to keep suspects contained and compliant. Any attempts to break out of the vehicle, damage it, or slightly annoy the custodians on your trip to jail may be met with a cloud of stinging tear gas.



SMALL JET

If you're going to be flying coach, sitting next to somebody's crying baby while the teenage hellspawn behind you tests the breaking point of your chair with his feet, why bother flying at all?

The private airliners of the rich and famous offer a luxurious experience soaring through the skies. Enjoy the endless minibar, flirt with the foxy flight attendants, or lay back in your comfortable chair and browse the internet from your datajack with a swift satellite connection. Take in a deep breath of relaxation, and sigh it out contentedly.

Why doesn't everyone do this?

SMALL JET

Gargantuan air vehicle

Riders 13
Cargo Capacity 2,000 lb.
Range 1,800 miles

Armor Class 13
Hit Points 180
Speed 70 ft., fly 180 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	20 (+5)	0	0	0

Saving Throws Str +7, Con +8
Skills Athletics +7
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 7 (2,900 XP)

Aircraft. Whenever the jet makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8. While stationary or swimming, the small jet has a flying speed of 0. To gain its normal flying speed, the jet must swim at least 50 feet per round for three rounds in a straight line. While flying, the jet must move at least 80 feet in a straight line on its turn or fall.

Explosive Death. When the jet is destroyed, it explodes. Targets within 10 feet of the jet must make a DC 15 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

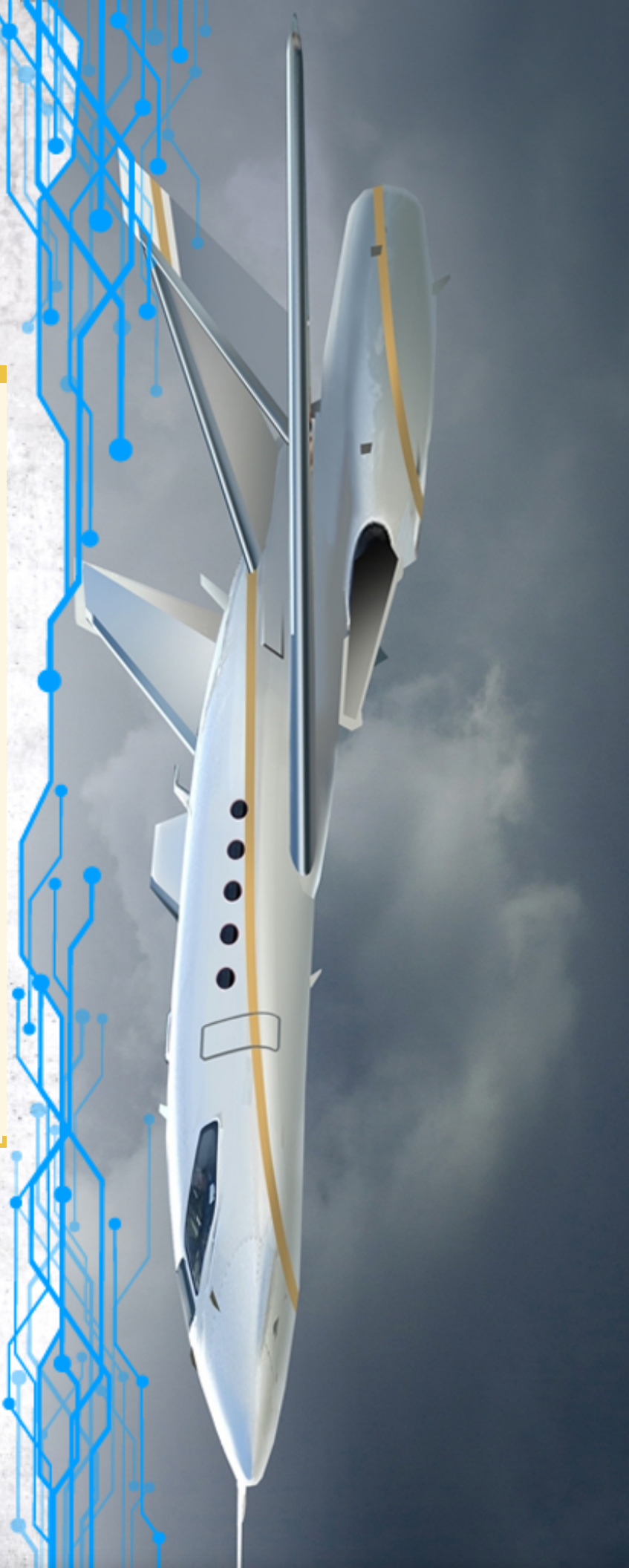
Stable Flight. The jet has a +5 bonus to ability checks and saving throws against effects that would knock it prone.

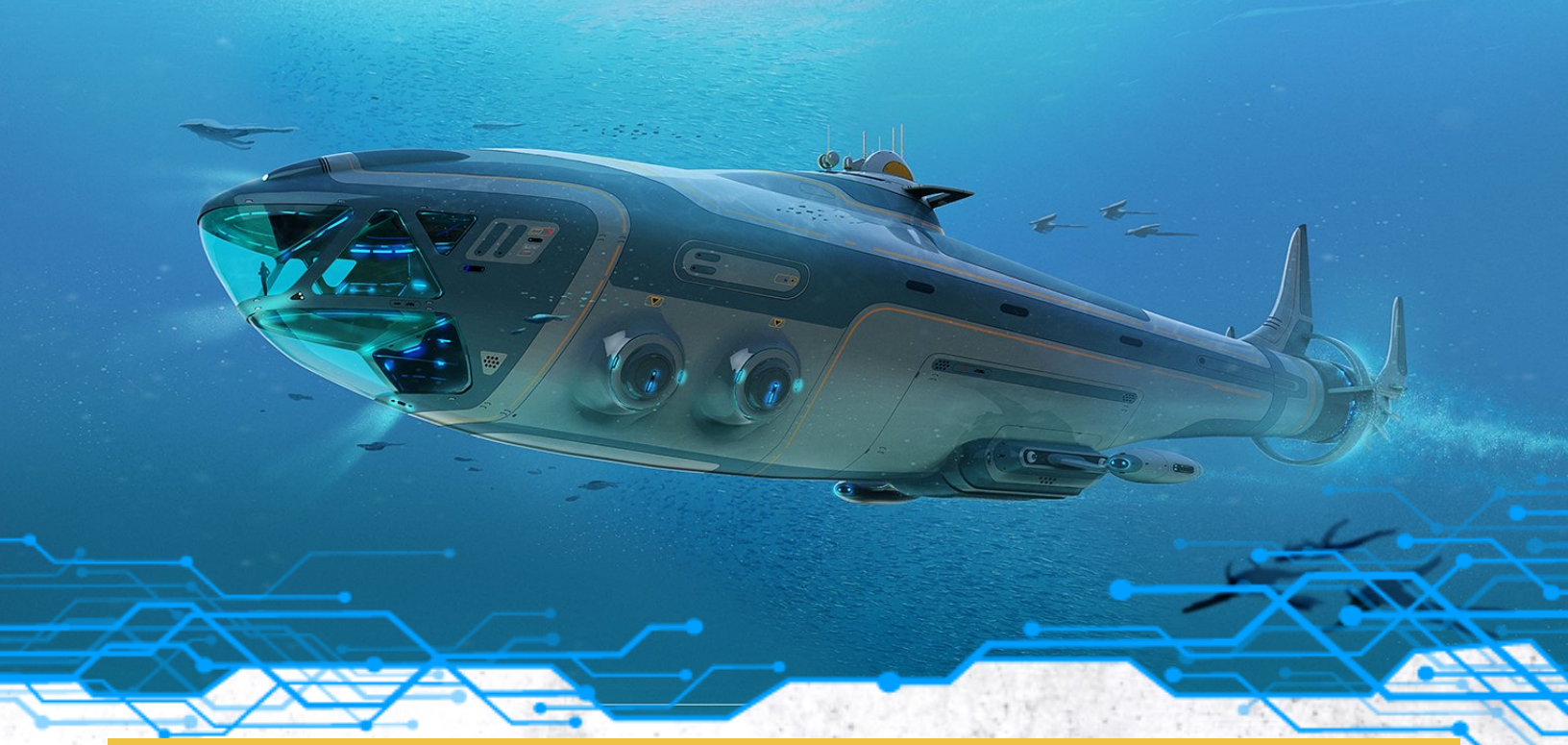
SUBMARINES

Beneath the waves is a silent, mechanical menace. It does not tire, it knows no fear, and it's loaded with seamen.

Submarines are an important part of any military in worlds where most of the surface is covered in water. Deep in the depths may be sunken ships, ruins, and monsters beyond imagination, just waiting for explorers.

Some submarines are scientific in nature, designed as research vessels for reaching the unknown, while others are more military in nature, capable of launching surprise attacks





ATTACK SUBMARINE

Gargantuan water vehicle

Riders 80
Cargo Capacity 750,000 lb.
Range Unlimited

Armor Class 19
Hit Points 400
Speed 0 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	28 (+9)	0	0	0

Saving Throws Str +15, Con +16
Skills Athletics +15
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 21 (33,000 XP)

Rotational Rotors. If the submarine is knocked prone, it does not have the flipped condition.

Explosive Death. When the submarine is destroyed, it explodes. Targets within 10 feet of the submarine must make a DC 19 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the submarine's riders from attacks or other effects originating from outside the submarine. If the windows or doors are opened, this effect is negated on the side they are open.

ACTIONS

Multiattack. The submersible makes two weapon attacks, only one of which can be Flash Freeze Beam.

Deck Gun. *Ranged Weapon Attack:* +16 to hit, range 300/1200 ft., one target. Hit: 21 (2d12 + 9) piercing damage. Can't attack targets lower than the submarine.

Flash Freeze Beam. *Ranged Weapon Attack:* +16 to hit, range 50 ft., one underwater target. Hit: 24 (3d10 + 9) cold damage. A creature of Large size or smaller hit by this attack must succeed on a DC 24 Constitution saving throw or be frozen in a block of ice until the ice melts at the end of the submarine's next turn. A creature frozen in ice is incapacitated gains 50 temporary hit points. These effects, including any remaining temporary hit points, all end when the ice melts.

Homing Torpedo. *Ranged Weapon Attack:* +16 to hit, range 240/960 ft., one underwater target. Hit: 15 (3d6 + 9) piercing damage and 10 (3d6) thunder damage. This weapon has the marine and blast properties, except that the attack explodes in a 20-foot radius.

Electric Field (Recharge 5-6). Emitters electrify liquids within 30 feet of the submarine and the surface of the submarine. Targets in the area or touching the surface of the submarine must make a DC 24 Constitution saving, taking 66 (12d10) lightning on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The attack submarine can take take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The attack submarine regains spent legendary actions at the start of its turn.

Scan. The submarine's driver makes a Wisdom (Perception) check with advantage.

Deck Gun Attack. The submarine makes a deck gun attack.

Homing Torpedo Attack. The submarine makes a homing torpedo attack.

Turbulent Waters (Costs 2 Actions). The submarine energizes its propellers and churns the area around it. Each underwater target within 10 feet of the submarine must succeed on a DC 23 Strength saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The submarine can then swim up to half its swimming speed.

MINI SUBMARINE

Large water vehicle

Riders 3
Cargo Capacity 500 lb.
Range 50 miles

Armor Class 14
Hit Points 80
Speed 0 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	0	0	0

Saving Throws Dexterity +6
Skills Stealth +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 2 (450 XP)

Rotational Rotors. If the submarine is knocked prone, it does not have the flipped condition.

Explosive Death. When the submarine is destroyed, it explodes. Targets within 10 feet of the submarine must make a DC 13 Dexterity saving throw. A target takes 17 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Scanners. Wisdom (Perception) and Intelligence (Investigation) checks made using the equipment on the submarine are made with advantage.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the submarine's riders from attacks or other effects originating from outside the submarine. If the windows or doors are opened, this effect is negated on the side they are open.

ATTACK SUBMARINE

Designed for war, this enormous submarine is packed to the gills with weaponry. It has tubes that release homing torpedos that can track a target for long distances in the water around it, or targets right next to its hull. Its advanced cryo-technology beam causes water to halt all motion for a moment, instantly freezing it solid. For targets that get too close, or attempt to board the submarine while it's surfaced, the hull of the submarine can be charged with a powerful electrical current.

Powerful rotors are capable of both propelling the enormous submarine underwater, and causing turbulence that sends nearby ships and personnel swirling away. The rotors, and the rest of its systems, are powered by a nuclear engine that, provided with a minimal amount of fuel, can keep the ship running nearly indefinitely.

Its interior functions something like a small town, complete with full bathrooms, barracks, a mess hall, a greenhouse with artificial light and vegetables genetically modified to increase their yield.

MINI SUBMARINE

This cozy little submarine comes with a pressurized air-lock, comfortable seating, and a latrine that automatically flushes into the water. While originally designed for research, some dastardly smugglers have repurposed this submarine for illegal activity.

OCTOPOD SUBMERSIBLE

A combination of machine and beast, the octopod submersible is an eight-limbed vehicle, with each of the limbs being long octopus-like tentacles with mechanical suckers. Originally designed to explore the depths of oceanic trenches with its powerful climbing tentacles, some have weaponized this vehicle for its ability to cling, crush, and kill with its tentacles.

OCTOPOD SUBMERSIBLE

Huge water vehicle

Riders 4
Cargo Capacity 1,000 lb.
Range 100 miles

Armor Class 16
Hit Points 175
Speed 20 ft., climb 20 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	20 (+5)	0	0	0

Saving Throws Dexterity +6
Skills Athletics +8, Stealth +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 8 (3,900 XP)

Agile Appendages. If the submersible is knocked prone, it does not have the flipped condition.

Explosive Death. When the submersible is destroyed, it explodes. Targets within 10 feet of the submersible must make a DC 15 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the submersible's riders from attacks or other effects originating from outside the submersible. If the windows or doors are opened, this effect is negated on the side they are open.

Toxic Ink Cloud (15,000₵ of Toxic Ink to Recharge over Short Rest). As a bonus action, a 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. A creature that starts its turn in the ink must make a DC 16 Constitution saving throw. On a failed save, a creature takes 18 (4d8) poison damage and is poisoned for 1 hour. On a successful save, the creature takes half as much damage and isn't poisoned.

ACTIONS

Multiattack. The submersible makes two weapon attacks.

Steel Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 5) bludgeoning damage and the target is grappled (escape DC 14) if it is a Large or smaller target. The submersible can grapple up to two targets at once.

Mini-Torpedo. *Ranged Weapon Attack:* +8 to hit, range 120/480 ft., one underwater target. Hit: 12 (2d6 + 5) piercing damage and 7 (2d6) thunder damage. This weapon has the marine and blast properties.

TANKS

Battlefield juggernauts, clad in steel, slowly crushing the hopes and dreams of enemy soldiers and loving homes beneath uncaring metal treads. The tank is a staple of any war or 'extended occupation'.

Tanks vary in type, from the lighter tanks to the main battle tanks, or even the more obscure types made possible with advancements in robotic technology. However, in spirit, each tank is very similar. They are a heavy weapons platform with thick armor, crewed by a team of people terrified of leaving their protective metal shell.

LIGHT TANK

Huge land vehicle

Riders 4
Cargo Capacity 3,000 lb.
Range 350 miles

Armor Class 20
Hit Points 190
Speed 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	21 (+5)	0	0	0

Saving Throws Str +10, Con +9
Skills Athletics +14
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 10 (5,900 XP)

Crush. When the tank crashes into another target on its turn, if the target is smaller than the tank, the target takes double damage from the crash.

Explosive Death. When the tank is destroyed, it explodes. Targets within 10 feet of the tank must make a DC 15 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the tank makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the tank's riders from attacks or other effects originating from outside the tank. If the windows or doors are opened, this effect is negated on the side they are open.

ACTIONS

Multiattack. The tank makes three ranged attacks - two with its gatling gun and one with its main cannon.

Gatling Guns. *Ranged Weapon Attack:* +9 to hit, range 100/400 ft., one target. Hit: 13 (2d10 + 5) piercing damage. This weapon has the automatic property.

Main Cannon. *Ranged Weapon Attack:* +9 to hit, range 300/1200 ft., one target. Hit: 18 (2d12 + 5) piercing damage and 13 (2d12) thunder damage. This weapon has the blast property.

MAIN BATTLE TANK

While something of a relic in modern times, which have moved beyond the tank-based tactics of old, the main battle tank is a timeless entity. Nearly impenetrable armor and massive firepower are probably never going to go out of style with dictators and politicians who use them as a symbol of their solidity and power, even if warfare has more or less moved on.

And of course, what else are we going to spend all this taxpayer money on? College? Healthcare? Paying down the government's/corporation's massive debts? What do we look like, a bunch of tree-hugging hippies?

Hell no, we're gonna buy big rolly armor that make the loud boom!

MAIN BATTLE TANK

Gargantuan land vehicle

Riders 6
Cargo Capacity 10,000 lb.
Range 300 miles

Armor Class 20
Hit Points 300
Speed 70 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	25 (+7)	0	0	0

Saving Throws Str +13, Con +12
Skills Athletics +18
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 16 (15,000 XP)

Crush. When the tank crashes into another target on its turn, if the target is smaller than the tank, the target takes double damage from the crash.

Explosive Death. When the tank is destroyed, it explodes. Targets within 10 feet of the tank must make a DC 17 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Heavily Armored. The tank does not take damage from attacks that deal less than 10 damage.

Low Center of Gravity. Whenever the tank makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the tank's riders from attacks or other effects originating from outside the tank. If the windows or doors are opened, this effect is negated on the side they are open.

ACTIONS

Multiattack. The tank makes three ranged attacks - two with its rotary cannon and one with its main cannon.

Rotary Cannon. *Ranged Weapon Attack:* +12 to hit, range 200/800 ft., one target. Hit: 20 (2d12 + 7) piercing damage. This weapon has the automatic property.

Main Cannon. *Ranged Weapon Attack:* +12 to hit, range 400/1,600 ft., one target. Hit: 26 (3d12 + 7) piercing damage and 19 (3d12) thunder damage. This weapon has the blast property.

SPIDER TANK

But what if we gave it legs, though?

The spider tank is an evolution of the classic tank that takes into account urban rubble and mountainous terrain into its design. With its long, flexible legs and pincer-like claws, the spider tank is capable of climbing its way through any battlefield. The pincers double as gripping claws that can grip and tear apart anything that wanders too close to it.

No slouch in the firepower department, the spider tank also has multiple missile pods that deploy long-distance firepower capable of decimating enemy personnel and vehicles alike. Anything foolish enough to move in closer will catch hell from its flame cannon.

SPIDER TANK

Huge land vehicle

Riders 4
Cargo Capacity 3,000 lb.
Range 350 miles

Armor Class 18
Hit Points 205
Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+0)	21 (+5)	0	0	0

Saving Throws Str +10, Con +9
Skills Athletics +10
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 11 (7,200 XP)

Ambling Hulk. If the tank is knocked prone, it does not have the flipped condition.

Explosive Death. When the tank is destroyed, it explodes. Targets within 10 feet of the tank must make a DC 15 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the tank's riders from attacks or other effects originating from outside the tank. If the windows or doors are opened, this effect is negated on the side they are open.

ACTIONS

Multiattack. The tank makes three weapon attacks.

Pincer Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) piercing damage and the target is grappled (escape DC 20) if it is a Large or smaller target. The tank has two pincer claws and can grapple up to two targets at once.

Missile. *Ranged Weapon Attack:* +9 to hit, range 240/960 ft., one target. Hit: 12 (2d6 + 5) piercing damage and 7 (2d6) thunder damage. This weapon has the blast property.

Flame Cannon (Recharge 5-6). The tank blasts fire in a 30-foot cone. Each target in the area must make a DC 17 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

TRUCKS

Up till now we've mainly been dealing with the transport of people and ammunition, the latter of which being the most swift, but now it's time to talk about the real lifeblood of a modern, highly advanced society. Raw materials and goods have to make their way to factories, stores, and homes around the world in order for civilization to continue functioning, and trucks are still the biggest cargo carriers in terms of sheer combined freight weight.

FUEL TANKER TRUCK

Don't do it. I'm telling you, don't do it.

I see you there, with that brand new assault rifle, an itchy trigger finger, just looking for something to shoot that will give a satisfying boom. You see that tanker truck, filled to the brim with fuel, and the few remaining chips in that fried brain of yours start short-circuiting with ideas. Don't act like you weren't thinking about it. It's written all over that ugly mug you call a face.

Why shouldn't you do it? Are you serious? First of all, you're too far away. At that distance, the third degree burns you get will be agonizing as you're slow-roasted to death. You should get closer if you want to die instantly and save yourself the suffering.

Okay, now you think you're far enough away, but I'll say it again, don't fucking do it. Even if you really were far enough away to avoid burning to death, which you're not, the signal fire you'll light for the police, and corp security for setting their building on fire, will bring just as much heat as the explosion itself. Yes, the building is also too close.

Consider yourself warned.

FUEL TANKER TRUCK

Gargantuan land vehicle

Riders 3
Cargo Capacity 50,000 lb.
Range 1,500 miles

Armor Class 13
Hit Points 70
Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	5 (-3)	19 (+4)	0	0	0

Saving Throws Str +10
Skills Athletics +14
Damage Vulnerabilities fire
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 10 (5,900 XP)

Catastrophic Death. When the truck is destroyed, it explodes in a 60-foot-radius sphere centered on the truck. Targets in the area must succeed on a DC 18 Dexterity saving throw. On a failed save, the target takes 42 (15d6) fire damage and begins burning for 1 minute, taking 21 (6d6) fire damage at the start of each of its turns. On a successful save, the target takes half damage and does not begin burning.

A secondary explosion in the form of a 90-foot cone of flame erupts from the truck in a random direction, causing the same effect as the explosion in that area, but a target in the area of both explosions is affected only once.

Combustible. When the truck takes fire damage, it takes 1d4 fire damage at initiative count 0.

Low Center of Gravity. Whenever the truck makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

MONSTER TRUCK

Hell yeah! Do you want to see m-m-m-monster trucks crushing pathetic little cars into tiny metal pancakes?! Of course you fucking do! Well, come on down to the Monster Dome and witness these metal monsters clash in a battle of t-t-t-titans!

MONSTER TRUCK

Huge land vehicle

Riders 3
Cargo Capacity 5,000 lb.
Range 100 miles

Armor Class 13
Hit Points 150
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	0	0	0

Saving Throws Str +9, Con +8
Skills Athletics +12
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 7 (2,900 XP)

Crush. When the truck crashes into another target on its turn, if the target is smaller than the truck, the target takes double damage from the crash.

Explosive Death. When the truck is destroyed, it explodes. Targets within 10 feet of the truck must make a DC 15 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the truck makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

PICKUP TRUCK

While it's not the most exciting option, there's something to be said about a beautiful morning day, a cup of coffee with your dad, before you tow the boat down to lake with your pickup truck. Spending the day out on the water fishing, you talk to your dad about your fears, your worries, but also your hopes and dreams.

And while your dad is hardly an open book of a man, he's a good listener, and that's what you really need right now. So many people have their own problems, but this man takes the time to listen and genuinely care about yours.

PICKUP TRUCK

Large land vehicle

Riders 3
Cargo Capacity 2,000 lb.
Range 500 miles

Armor Class 13
Hit Points 75
Speed 120 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	15 (+2)	0	0	0

Skills Athletics +8
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 2 (450 XP)

Explosive Death. When the truck is destroyed, it explodes. Targets within 10 feet of the truck must make a DC 12 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the truck makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

SEMI-TRAILER TRUCK

With a tremendous freight capacity and fuel range, the semi-trailer truck is capable of nearly single-handedly keeping this top-heavy economy afloat. Of course, they also manage to keep many smuggling careers going, with anything from drugs, to weapons, to illegal cybernetics being fairly easy to stow away in the truck trailer.

SEMI-TRAILER TRUCK

Gargantuan land vehicle

Riders 3
Cargo Capacity 50,000 lb.
Range 1,500 miles

Armor Class 13
Hit Points 170
Speed 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	5 (-3)	19 (+4)	0	0	0

Saving Throws Str +9, Con +7
Skills Athletics +12
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 7 (2,900 XP)

Explosive Death. When the truck is destroyed, it explodes. Targets within 10 feet of the truck must make a DC 14 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the truck makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

VAN

Large land vehicle

Riders 9
Cargo Capacity 1,000 lb.
Range 500 miles

Armor Class 13
Hit Points 80
Speed 110 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	16 (+3)	0	0	0

Skills Athletics +6
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 2 (450 XP)

Explosive Death. When the van is destroyed, it explodes. Targets within 10 feet of the van must make a DC 13 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the van makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

VTOL WARSHIP

A triumph of technical engineering, the VTOL brings all the advantages of a helicopter's take off and landing, while surpassing the aerial maneuverability and flexibility of a fighter jet. The VTOL comes armed with an astonishing array of weaponry, including a favorite for jungle-based warfare: napalm bombardment.

VTOL WARSHIP

Gargantuan air vehicle

Riders 5
Cargo Capacity 15,000 lb.
Range 1,500 miles

Armor Class 17
Hit Points 250
Speed 0 ft., fly 140 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	23 (+6)	22 (+6)	0	0	0

Saving Throws Str +9, Dex +11
Skills Acrobatics +11, Athletics +9
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 15 (13,000 XP)

Explosive Death. When the warship is destroyed, it explodes. Targets within 10 feet of the mech must make a DC 17 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the warship's riders from attacks or other effects originating from outside the warship. If the windows or doors are opened, this effect is negated on the side they are open.

Stable Flight. Whenever the warship makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 7 or lower as an 8.

ACTIONS

Multiattack. The warship makes three ranged attacks, only two of which may be missile attacks.

Rotary Cannon. *Ranged Weapon Attack:* +11 to hit, range 200/800 ft., one target. Hit: 19 (2d12 + 6) piercing damage. This weapon has the automatic property.

Missile. *Ranged Weapon Attack:* +11 to hit, range 240/960 ft., one target. Hit: 13 (2d6 + 6) piercing damage and 7 (2d6) thunder damage. This weapon has the blast property.

Scorched Earth (Recharge 5-6). The warship can move up to half its speed in a straight line, showering the area up to 100 feet beneath its space with burning napalm as it moves. Each target in the area must make a DC 19 Dexterity saving throw. On a failed save, a target takes 27 (6d8) fire damage and begins burning for 1 minute, and takes 10 (3d6) fire damage at the beginning of each of its turns. On a successful save, the target takes half as much damage and is not burning.

REACTIONS

Stabilizers. When the warship is knocked prone, it can redirect its thrusters to negate the effect.

LEGENDARY ACTIONS

The VTOL warship can take take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The VTOL warship regains spent legendary actions at the start of its turn.

Scan. The warship's driver makes a Wisdom (Perception) check with advantage.

Rotary Cannon Attack. The warship makes a rotary cannon attack.

Defensive Spin (Costs 2 Actions). The warship takes evasive maneuvers. Until the start of the warship's driver's next turn, ranged attacks against the warship have disadvantage. Creatures standing on or clinging to the exterior of the warship must make a DC 17 Dexterity saving throw or be pushed to an open space within 5 feet of the warship, potentially falling.

YACHT

The lifestyles of the rich and famous involve buying bigger and better toys than their peers. No measuring contest would be complete without the mother of all luxury purchases: the yacht.

From bow to stern, they are designed as pleasurecraft for those with far too much time and money on their hands. The yacht has multiple decks with plush couches and chairs for sunbathing, a bar with a drone bartender who precisely and automatically serves drinks, and buckets for when alcohol and the churning sea finally catch up with the yacht's distinguished guests.

Below decks, there are multiple cabins with beds and private bathrooms, a fully functional kitchen, a living room with the latest in video screen and sound system technology, a laundry room, and other utilities. From the top deck, in the control room, the ship's captain reigns over their domain with a nearby mini-fridge.

It's unfortunate that many such incredible yachts are destroyed every year by the merciless sea. Of course, the fact that the wealthy captain is usually some combination of drunk and high doesn't help either.

YACHT

Gargantuan water vehicle

Riders 80
Cargo Capacity 20,000 lb.
Range 1,500 miles

Armor Class 13
Hit Points 180
Speed swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	21 (+5)	0	0	0

Saving Throws Str +8, Con +8
Skills Athletics +8
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Challenge 7 (2,900 XP)

Buoyant. Designed to float, the yacht cannot willingly move beneath the surface of liquids. If forced beneath the surface, the yacht moves toward the surface at a rate of 30 feet per round.

Explosive Death. When the yacht is destroyed, it explodes. Targets within 10 feet of the yacht must make a DC 15 Dexterity saving throw. A target takes 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Even Keel. Whenever the yacht makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

SENTIENT VEHICLES

There are many methods through which sentient vehicles may come to exist. Perhaps they were initially mundane vehicles awakened by magic or a fit of chaotic energy, or an artificial intelligence controls or even inhabits the vehicle. Some spirits and planar beings might take the form of vehicles when they enter the material plane in order to better suit the environment. Or maybe the ghost of a street racer couldn't give up the thrill, and possesses fast cars in the pursuit of speed.

This section covers the creation of sentient vehicles, as well as listing example sentient vehicles for use and reference.

SENTIENT VEHICLE TEMPLATE

Sentient vehicles are creatures in addition to being vehicles. They are typically based on standard vehicles you can find in the vehicle list earlier in this appendix. While you can create a sentient vehicle's statistics from nothing, it is usually easier to use a vehicle, such as a sports car or motorcycle, as the baseline.

When a vehicle becomes sentient, it usually retains its statistics except as noted below.

Creature Type and Alignment. The sentient vehicle will often have a creature type depending on its nature, such as elemental, fey, or fiend. As a creature, it also has an alignment.

Range. A sentient vehicle may not require fuel, and thus have no range. Others may require sustenance other than fuel, depending on its nature. For example, a fiendish car may require the consumption of souls to continue driving.

Ability Scores. A sentient vehicle gains ability scores for Intelligence, Wisdom, and Charisma. The scores are determined by its nature and its capabilities, as any creature's scores might be determined.

Damage Immunities. Typically, a vehicle is immune to poison damage due to lacking an internal biological system and psychic damage due to lacking a psyche. However, for a sentient vehicle, the situation may have changed. Most sentient vehicles will lose their immunity to psychic damage and, if they gain any form of biological anatomy, their immunity to poison damage.

Condition Immunities. Vehicles are immune to a host of conditions, but becoming sentient may open them up to certain vulnerabilities. Sentient vehicles will typically not have immunity to the blinded, charmed, deafened, frightened, incapacitated, stunned, and unconscious conditions, and may also lose their immunity to the poisoned condition.

Senses. Vehicles don't typically have eyes and ears, but with a bit of adjustment, the numerous utilities and accessories added onto vehicles can provide necessary cameras, sensors, and microphones for a vehicle to hear and see. While some sentient vehicles have difficulty seeing in the dark, they are also typically fitted with headlights or similar equipment.

Languages. A sentient vehicle may be able to communicate through its speakers, its display interfaces, or even by modulating the sound of its horn. A vehicle's language is determined by its nature. Perhaps it knows the language of its creators if it was magically created, or the languages of the planes it came from, or it might know many languages from that it learned as an artificial intelligence.

Traits and Abilities. Here is where you can get a bit inventive. Does the sentient vehicle gain any special traits, actions, and reactions that set it apart from other vehicles?

Perhaps a vehicle linked to the plane of fire might leave a trail of flames in its wake, or be able to exhaust a cone of fire. A vehicle loaded with an AI might be able to calculate the trajectory of projectiles and use its reaction to avoid ranged attacks. A vehicle possessed by a vengeful ghost may pose as a taxi, lock its riders inside, and drain the life from them until it can drive itself off a cliff and bring them both vehicle and riders to their doom. The possibilities are endless.

VEHICLE/CREATURE COMBINATIONS

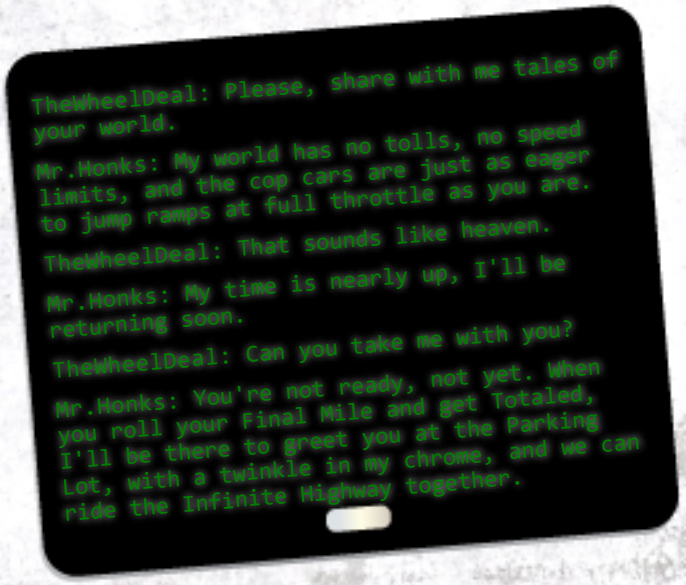
One potential method of creating simple, yet flavorful and interesting sentient vehicles is to combine a standard vehicle with another creature. Take any creature with interesting traits and abilities and copy them onto a vehicle, keeping most of the vehicles statistics in place, but adding the creature's statistics where it makes sense.

For example, if a fiend is combined with a vehicle, the result might have the vehicle's AC, hit points, speed, and physical ability scores, and the fiend's mental ability scores, damage resistances, senses, and languages. The result may share saving throws, skills, damage immunities, condition immunities, traits, actions, and reactions from both sources.

It may require some minor reworking of features or flavor to fit into the context of vehicles, but the results can be very fun.

SAMPLE COMBINATIONS

Here are some examples of vehicle/creature combinations. A unicarn is a combination of a sports car and a unicorn. A succu-bus is a combination of a bus and a succubus.



UNICARN

Large sentient land vehicle (celestial), lawful good

Riders 4
Cargo Capacity 500 lb.

Armor Class 15
Hit Points 90
Speed 130 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	11 (+0)	17 (+3)	16 (3+)

Saving Throws Str +7, Dex +5
Skills Acrobatics +5, Athletics +7
Damage Immunities poison
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Elvish, Sylvan, telepathy 60 ft.
Challenge 6 (2,300 XP)

Charge. If the unicarn moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Innate Spellcasting. The unicarn's innate spellcasting ability is Charisma (spell save DC 14). The unicarn can innately cast the following spells, requiring no components:

At will: detect evil and good, druidcraft, pass without trace
1/day each: calm emotions, dispel evil and good, entangle

Low Center of Gravity. Whenever the unicarn makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

Magic Resistance. The unicarn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicarn's weapon attacks are magical.

Radiant Death. When the unicarn is destroyed, it explodes. Targets within 10 feet of the car must make a DC 13 Dexterity saving throw. A target takes 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The unicarn makes two attacks: one with its bumper and one with its horn.

Bumper. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Healing Touch (3/Day). The unicarn touches another creature with its horn. The target magically regains 12 (2d8 + 3) hit points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target.

Teleport (1/Day). The unicarn magically teleports itself and up to three willing creatures it can see within 5 ft. of it, along with any equipment they are wearing or carrying, to a location the unicarn is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

The unicarn can take take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicarn regains spent legendary actions at the start of its turn.

Bumper Attack. The unicarn makes one attack with its bumper.

Shimmering Shield (Costs 2 Actions). The unicarn creates a shimmering, magical field around itself or another creature it can see within 60 ft. of it. The target gains a +2 bonus to AC until the end of the unicarn's next turn.

Heal Self (Costs 3 Actions). The unicarn magically regains 12 (2d8 + 3) hit points.

SUCCU-BUS

Gargantuan sentient air vehicle (fiend), neutral evil

Riders 50
Cargo Capacity 10,000 lb.
Range 5,000 miles per drained rider

Armor Class 13
Hit Points 170
Speed 90 ft. fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	4 (-3)	18 (+4)	15 (+2)	12 (+1)	20 (+5)

Saving Throws Str +8, Con +7
Skills Athletics +8, Deception +11, Insight +7, Perception +7, Persuasion +11, Stealth +3
Damage Resistance cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Infernal, telepathy 60 ft.
Challenge 8 (2,900 XP)

Fiendish Death. When the succu-bus is destroyed, it explodes. Targets within 10 feet of the succu-bus must make a DC 14 Dexterity saving throw. A target takes 14 (4d6) fire and 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Low Center of Gravity. Whenever the succu-bus makes an ability check or saving throw to avoid going prone, it can treat a d20 roll of 9 or lower as an 10.

Telepathic Bond. The succu-bus ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The succu-bus can use its action to polymorph into a normal bus or back into its true form. Without wings, the succu-bus loses its flying speed and its Razor Wings attack. its statistics are the same in each form. It reverts to its true form if it dies.

ACTIONS

Multiattack. The succu-bus makes two attacks with its Razor Wings.

Razor Wings. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 23 (4d8 + 5) slashing damage.

Charm. One humanoid the succu-bus can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the succu-bus's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this succu-bus's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Rider Drain. The succu-bus drains one of its riders. The target must make a DC 16 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The succu-bus magically enters the Ethereal Plane from the Material Plane, or vice versa. When it does so, it can bring all of its riders with it. If the succu-bus dies while in the Ethereal Plane with riders still on board, they return to the Material Plane, appearing in the space the Succubus had left.

SPEED DEMON

A speed demon is a being born for one purpose: speed. Unlike its fiendish brethren, it doesn't deliberately perform acts of great evil, unless they occur naturally in pursuit of its desires. Nor does the speed demon have a higher purpose or goal. It simply lives for the thrill of the race, and needs no other reason.

A city's street racing scene may attract a speed demon to participate, and its presence will cause the racing scene to evolve. Competitiveness, jealousy, and aggression will heighten as the demon's presence affects the minds of other racers in the hopes of finding a worthy rival that the demon can dominate with satisfaction. Such competition inevitably turns to violence, brutality, and chaos. Eventually, the speed demon will move on, leaving a trail of broken vehicles and lives in its wake.

During a race, a speed demon will usually not reveal its true nature unless there is a challenge to its supremacy. However, when a rival appears, the speed demon may even slow down to match up against them, before unveiling its demonic form. That is when the true race begins.

A SPEED DEMON'S LAIR

Any race course can be a speed demon's lair, and just the act of racing along a stretch of pavement or road is enough to corrupt it. A race track may appear to be completely normal until a race begins, at which point the course may suddenly become altered.

The extent of the corruption of the race course depends on the current mood of the speed demon. If the race is an easy win for the bored demon, the track may be unaffected, but if the speed demon senses a true rival, its excitement will begin to warp the course until it is unrecognizable.

The following are examples of how a speed demon may affect a race course, in order from subtle to extreme.

- Advertisements along the track change to represent nonsensical products, or market their product in an extremely aggressive manner.
- The vehicles in the race have their utilities bug out, with music systems increasing in volume and playing unfamiliar soundtracks, GPS systems suggesting that the driver is descending regardless of direction, and heating systems cranking up the temperature.

- Rows of people line the sides of the course as an audience. With a DC 15 Wisdom (Perception) check, a creature might notice that the people are faceless.
- The race course twists itself around like a roller coaster, even in loops and swirls, but gravity always pulls vehicles toward the road.
- The area around the race course appears to be a hellish wasteland stretching to the horizon.

A speed demon encountered in its lair has a challenge rating of 18 (20,000 XP).

LAIR ACTIONS

When fighting or racing along its lair, a speed demon can reconfigure the road to his will. If a creature takes an action to splash the road with holy motor oil, the lair actions do not take place on the following round. On initiative count 20 (losing initiative ties), the speed demon takes a lair action to cause one of the effects described below; it can't use the same effects two rounds in a row:

- A ramp as wide as the road appears up to 100 feet ahead of the speed demon along the race course. A vehicle moving over it must succeed on a DC 20 Dexterity (Acrobatics) check or take 14 (4d6) bludgeoning damage, and the riders take half as much (or no damage if wearing a seat belt). The effect ends after 1 minute.
- The speed demon casts the darkness spell three times. The speed demon doesn't need to concentrate on the spells. The spells end on the next initiative count 20.
- The ground in a 20-foot square begins to glow with infernal glyphs. When a vehicle enters the area for the first time on its turn or starts its turn there, its speed is doubled until the end of its turn, but the vehicle and its riders take 7 (2d6) fire damage. The effect ends after 10 minutes.
- Seat belts within 150 feet of the speed demon break, remove themselves from any riders, and cannot be equipped until repaired. Any creature wearing a seat belt when it snaps takes 7 (2d6) bludgeoning damage.

REGIONAL EFFECTS

The territory within 6 miles of a speed demon's lair is warped by the demon's corrupting influence, which creates one or more of the following effects:

- Speed limit signs are blank.
- Traffic law enforcement officers and drones avoid the area instinctively, and speed cameras and similar equipment cease to function, unless the speed demon desires otherwise.
- Drivers that drive for at least 10 minutes in the area must succeed on a DC 15 Wisdom saving throw or gain the following flaw until they finish a long rest: "The road is mine, and everyone else had better stay out of my way."

If the speed demon dies, these effects are gone in 60 seconds.

VARIANT: SPEED DEMONS

While the original speed demon is meant to be modeled in a manner somewhat similar to the muscle car, and is therefore a land vehicle, there's no reason that it needs to be limited to the ground. After all, real demonic speed has no limits.

If you instead want to use the speed demon for a water race, you can model it after a speedboat, giving it a swimming speed of 110. For an air race, you can either model it after the attack helicopter, giving it a flying speed of 140 feet, or the small jet, which has a flying speed of 180 feet.

Alternatively, if you're looking to setup a deadly race on motorcycles or jet skis, you can decrease its size to Medium or Large. For a jet ski race, you can change its swimming speed to 120 feet.

Finally, these are just suggestions for matching speeds in a race. If you are simply looking to make the speed demon a big bad vehicle battle, then you can use any vehicle from the vehicle list. Some good ones are the semi-trailer truck, the monster truck, or any of the tanks.

Hell, you can even make a demon submarine if you want. The world's your oyster, DM, I'm just spitballing.

SPEED DEMON

Huge sentient land vehicle (fiend), chaotic evil

Riders 5
Cargo Capacity 1,000 lb.

Armor Class 18
Hit Points 280
Speed 140 ft., climb 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	23 (+6)	13 (+1)	15 (+2)	20 (+5)

Saving Throws Str +12, Dex +11, Wis +8, Cha +11
Skills Acrobatics +11, Athletics +12, Deception +11, Intimidation +11, Perception +8, Performance +11, Technology +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned
Senses truesight 120 ft., tremorsense 200 ft., passive Perception 18
Languages Abyssal, Common, Infernal, telepathy 200 ft.
Challenge 17 (18,000 XP)

Abyssal Engine (1/Day). As a bonus action, the speed demon's speed doubles until the end of its next turn. For three rounds after the burnout is activated, the speed demon has advantage on Dexterity checks and saving throws. Alternatively, the speed demon can use its reaction to activate the boosters when the vehicle makes a Dexterity saving throw, gaining advantage on the roll. Turbo Boosters cannot be installed on the Speed Demon unless the Abyssal Engine is removed.

Armed and Dangerous. The speed demon has a pair of clawed arms it can conjure at will on its body. They have a reach of 10 feet, and if used to grapple a Large or smaller target, the demon's speed isn't halved when it drags or carries the target with it. If the speed demon is knocked prone, it does not have the flipped condition.

Fiendish Death. When the speed demon is destroyed, it explodes. Targets within 10 feet of the car must make a DC 16 Dexterity saving throw. A target takes 10 (3d6) fire damage and 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. However, while the speed demon is racing, it is not destroyed and can continue to move even at 0 hit points until someone wins the race, or after 10 minutes. While at 0 hit points, the demon cannot regain hit points and is incapacitated.

Innate Spellcasting. The speed demon's innate spellcasting ability is Charisma (spell save DC 19). The speed demon can innately cast the following spells, requiring no somatic or material components:

At will: disguise self, jump, silent image
3/day each: enhance ability, gaseous form, invisibility, major image

Legendary Resistance (3/Day). If the speed demon fails a saving throw, it can choose to succeed instead.

Low Center of Gravity. The demon has a +10 bonus to ability checks and saving throws against effects that would knock it prone.

Mirage Trail. Ranged attacks made at long range against the speed demon automatically miss.

Shapechanger. The speed demon can use its action to polymorph into a Medium or Small humanoid, or back into its true form. Alternatively, while driving a vehicle in its humanoid form, the speed demon can use its bonus action to absorb the vehicle and polymorph back into its true form. The demon's speed is 50 in its humanoid form, and it cannot take its actions or legendary actions in humanoid form. Its statistics are otherwise the same in each form. The speed demon reverts to its true form if it dies.

ACTIONS

Multiattack. The speed demon makes two attacks with its Grasping Claws, Hellish Blast, or both. It can substitute Road Burn for one of these attacks.

Grasping Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 19 (3d8 + 6) piercing damage and the target is grappled (escape DC 22) if it is a Large or smaller target. The speed demon has two claws and can grapple up to two targets at once.

Demonic Blast. *Ranged Weapon Attack:* +11 to hit, range 200 ft., one target. Hit: 15 (3d6 + 5) force damage.

Road Burn. The speed demon grinds one creature it has grappled onto the road as it moves. The creature must make a DC 20 Strength saving throw. On a failed save, the creature takes 5 (2d4) fire damage for every 20 feet the speed demon moves until the end of its turn, or half as much damage on a successful save.

Toxic Exhaust (Recharge 5-6). The speed demon creates a 30-foot cube of poisonous blast of foul gas originating the speed demon. The cube spreads around corners. Creatures in the area must make a DC 20 Constitution saving throw. On a failed save, a creature takes 13 (3d8) poison damage and 13 (3d8) necrotic damage and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned.

Teleport. The speed demon magically teleports up to 60 feet to an unoccupied space. If the speed demon is racing, it cannot be further along the race course toward the finishing line, only sideways or backwards on the course.

REACTIONS

Déjà Vu. When the speed demon fails a Strength or Dexterity check or saving throw, it can reroll the check. It must do so before any effects of the check are applied.

LEGENDARY ACTIONS

The speed demon can take take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The speed demon regains spent legendary actions at the start of its turn.

Claw Attack. The speed demon makes a Grasping Claw attack.

Blast. The speed demon makes a Demonic Blast attack.

Teleport. The speed demon uses its Teleport action.

Frenzied Drafting. When the speed demon is not in first place in a race, it can take 9 (2d8) psychic damage and move up to half its speed until it is even with the target in first place.

APPENDIX C

CREATURE STATISTICS

Say what you will about the corporations, the cold streets, the garbage piled higher than your head, and the thick smog that clogs your lungs and makes your nose bleed. At the end of the day, the real problem is every other fucker trying to get ahead in life by using you as a stepladder.

The city is packed to the brim with scum, and the worst of the lot looks back at you from the mirror. Every soul and soulless husk in this city has goals, whether it be to climb out of the heap of misery they live in, or to look out for the few bastards they care about, or just to survive.

A living world needs inhabitants, and this appendix provides creature statistics and descriptions for numerous monsters and humanoids that fit into a cyberpunk world.

CYBERPUNKING A CREATURE

The various sourcebooks of Dungeons and Dragons are loaded with creature statistics that could potentially be adapted to fit into a cyberpunk campaign's setting with a few adjustments.

Weapons and Armor. Anachronistic weapons and armor may or may not fit into your intended cyberpunk setting. If you want to modernize a creature, you can replace its ranged weapons and armor with simple and martial firearms and the cyberpunk armor equivalent. There is no difference in Armor Class between equivalent versions of medieval and cyberpunk armor.

For example, there's no reason you couldn't create a gang of goblin street racers by simply altering the goblin stat block to replace their shortbows with pistols and their leather armor with steelcloth clothing.

Also, bear in mind that the smartgun augment and weapon accessory exists, so a creature with a high Strength score but a low Dexterity score can still used range weapons with its Strength, provided it would be able to get the correct equipment.

Spellcasters. Mages, wizards, warlocks, and similar creatures are often very easy to reflavor into a cyberpunk equivalent with a wardrobe change, provided that magic is present in your setting. Volo's Guide to Monsters is a fantastic resource for these types of creatures.

Monsters. There are numerous places where the typical monster might find its home in a futuristic city. They could spring from the sewers to attack passersby, or pass themselves off as humanoid with shapeshifting powers, or inhabit large abandoned complexes or neighborhoods.

Some monsters could try to adapt and fit themselves into the modern society. An ogre could find a job as a bouncer for a club in a shady district, or a dragon might find ways to expand its hoard by becoming an executive of a major corporation. Demons and devils have never had such an ample supply of desperate souls willing to strike any bargain for scraps of power. And, of course, there may still be dark corners of the wide world where the sane fear to tread.

CREATURE LIST

The following are a list of creatures, their statistics, and descriptions for use in your campaign. They range from people you might encounter on the street or in offices, to the embodiment of nuclear fallout as a radioactive nightmare.

You'll find a hierarchy of criminal scum, from the lowest street thugs to the bosses of organized crime syndicates. There are security forces, ranging in effectiveness depending on their training, equipment, and pay grade. There are a multitude of combat-ready operators who could act as opponents or allies to your players.

Between these creatures and the drones, vehicles, AI, and the ability to apply a variety of templates or adapt creatures into a cyberpunk setting, there is more than enough content to provide the DM and players with exciting campaigns from levels one through twenty.

The creatures are organized alphabetically. Some creatures are grouped together, such as the samurai which are broken down into different levels of prowess, reflected by their abilities and challenge rating. Each creature is presented alphabetically within these grouped sections.

Of course, not every person in the city is a certified badass waiting for the player characters to step to them. As with medieval cities, most folks are just people trying to get by, even if it's politically incorrect to call them 'peasants' these days. You can use the **commoner** statistics from the Monster Manual for wage slaves and other non-combatants. Give them a can of pepper spray if you want to be sassy about it.

BODYGUARD

Medium humanoid (any race), any alignment

Armor Class 14 (combat vest)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	11 (+0)	15 (+2)	10 (+0)

Saving Throws Con +5, Wis +4
Skills Athletics +6, Insight +4, Perception +4
Senses passive Perception 14
Languages any two languages
Challenge 2 (450 XP)

Cautious. The bodyguard has advantage on Wisdom (Insight) and Wisdom (Perception) checks to detect creatures hostile toward a creature this bodyguard is guarding. If the bodyguard is entering combat while within 30 feet of the creature it is guarding, it has advantage on its initiative roll.

Payback (1/Turn). When a creature the bodyguard is guarding is damaged by a creature or vehicle, the bodyguard's next attack against the creature or vehicle that damaged them has advantage and, if it hits, it deals an extra 2d6 damage.

ACTIONS

Multiattack. The bodyguard makes two weapon attacks.

Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Magnum. *Ranged Weapon Attack:* +6 to hit, range 70/280 ft., one target. Hit: 9 (2d8) piercing damage.

REACTIONS

Get Down. When a creature the bodyguard can see makes an attack against a creature the bodyguard is guarding, the bodyguard can move up to half its movement speed. At the end of this movement, if the bodyguard is within within 5 feet of the target of the attack, it can force the attack to target the bodyguard instead. This movement doesn't provoke opportunity attacks.

BODYGUARD

Someone has to keep the the executives and their spoiled, overconfident spawn safe. Okay, I guess technically they don't have to, and it would probably be better for the world if we let nature and evolution have their way with some of these overpriced lemmings, but they pay enough that some poor bastards will always be willing to take the job.

Mean Muscle. The average bodyguard is already cranky from having to deal with the whims of their pampered VIPs on a daily basis. As such, they don't need much of an excuse to want to break some punk's nose if they look cross-eyed at them or their client. The best bodyguards in the business gain a reputation of brutality and cruelty toward whoever offends their clients.

Watchful Guardians. More than just a muscle wall for their clients, well-trained bodyguards are capable of identifying hostile intent by body and eye movement. If there's a threat to their client, they move swiftly and act with extreme prejudice toward any who would dare to harm their payday.

CATACLYSMIC ANOMALY

When a nuclear bomb explodes, or when a reactor undergoes a meltdown, a large quantity of unstable energy is unleashed. This energy may eventually disperse over the course of decades, but in some cases, the raw energy coalesces into something greater. A collective consciousness of elemental atomics known as the cataclysmic anomaly is born, and woe betide the world which birthed it.

Destruction Incarnate. Created by a destructive event on a massive scale, the catastrophic forces are all the anomaly knows or understands, and it instinctively seeks to spread this destruction across all it encounters. This might take the form of wandering disaster, moving seemingly at random and striking without apparent purpose, as only a force of nature can.

Unstable. Formed by nuclear forces, the anomaly constantly bleeds radiation into the world around it, tainting everything it approaches. Should the anomaly be destroyed, it will destabilize and meltdown in a secondary catastrophe. If the resulting mess is not cleaned and appropriately addressed, more nuclear elementals may appear at ground zero of the anomaly's death, or worse, a second anomaly.

CATACLYSMIC ANOMALY

Huge elemental, neutral

Armor Class 17 (natural armor)
Hit Points 314 (19d20 + 114)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	23 (+6)	8 (-1)	19 (+4)	23 (+6)

Saving Throws Wis +11, Cha +13
Damage Resistances fire, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, radiant
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses truesight 120 ft., passive Perception 14
Languages —
Challenge 24 (62,000 XP)

Innate Spellcasting. The anomaly's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The anomaly can innately cast the following spells, requiring no material components:

At will: *fireball, detect magic*
3/day each: *blight, destructive wave, gaseous form, sickening radiance*
1/day each: *disintegrate, horrid wilting, nuke*

Legendary Resistance (3/Day). If the anomaly fails a saving throw, it can choose to succeed instead.

Meltdown. When the anomaly is reduced to 0 hit points, it explodes, and each target within 90 feet of it must succeed on a DC 21 Constitution saving throw. On a failed save, the target takes 35 (10d6) radiant and 35 (10d6) thunder damage and gains one level of irradiated. On a successful save, the target takes half as much damage and isn't irradiated.

Wandering Wasteland. Creatures that spend a total of 1 hour within 1 mile of the anomaly must succeed on a DC 15 Constitution saving throw or gain 1 level of irradiated.

ACTIONS

Multiattack. The anomaly makes three weapon attacks.

Ionize. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 16 (3d10) radiant damage and 16 (3d10) force damage.

Gamma Ray. *Ranged Weapon Attack:* +13 to hit, range 300/1200 ft., one target. Hit: 27 (6d8) radiant damage.

Critical Mass (Recharge 5-6). The anomaly hurls a ball of unstable energy at a point it can see within 200 feet of it. Each target in a 30-foot-radius sphere centered on that point must make a DC 21 Constitution saving throw. On a failed save, a target takes 70 (20d6) radiant damage and gains one level of irradiated. On a successful save, the target takes half as much damage and isn't irradiated.

REACTIONS

Quantum Jump (3/Day). When the anomaly takes damage, it can teleport up to 60 feet to an unoccupied space it can see. When it teleports, a wave of radiation spreads within a 20-foot-radius sphere centered on the space it left for 1 minute. When a creature moves into the sphere for the first time on a turn or starts its turn there, that creature must make a DC 21 Constitution saving throw, taking 22 (4d10) radiant damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The cataclysmic anomaly can take take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The cataclysmic anomaly regains spent legendary actions at the start of its turn.

Ray. The anomaly makes a gamma ray attack.

Ionize Attack. The anomaly makes an ionize attack.

Warp. The anomaly teleports to an unoccupied space it can see within 60 feet of it.

Cast a Spell (Costs 2 Actions). The anomaly casts a spell with a casting time of 1 action.

CHEMIST

Tireless dedication to science and experiment with chemicals pays off with interesting dividends. It turns out that, with the correction application of just the right amount of toxic substances, they turn from poisonous to beneficial!

The march of science continues to progress forward! Let's hope it doesn't trip over the bodies of those who did not measure the substances correctly.

Self Experimentation. The average chemist has likely had difficulty locating willing test subjects for their experiments, and there's really only so many people you can kidnap before the authorities start to catch on. Unless a wealthy donor wants to provide the chemist with subjects, that only leaves one candidate: the chemist themselves.

This has led to some interesting results, including a highly acidic bloodstream that has, for some reason, not eaten its way out of the body. It does make for some very awkward scrambles when they nick themselves shaving.

CHEMIST

Medium humanoid (any race), any alignment

Armor Class 15 (combat suit)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	18 (+4)	13 (+1)	9 (-1)

Saving Throws Con +5, Int +7
Skills Nature +7, Technology +7
Damage Resistances poison
Damage Immunities acid
Condition Immunities poison
Senses passive Perception 11
Languages any three languages
Challenge 6 (2,300 XP)

Corrosive Blood. When the chemist takes piercing or slashing damage, targets within 5 feet of the chemist take 1d6 acid damage.

Stimulant Cocktail. The chemist injects a mixture of chemicals into its body as a bonus action. The first and second time the chemist injects itself within 24 hours, it gains 3d6 temporary hit points. The third time the chemist injects itself within 24 hours, the chemist explodes. Creatures within 10 feet of the chemist must make a DC 14 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one. Any other creature that consumes this cocktail takes 10 (3d6) poison damage.

ACTIONS

Multiattack. The chemist can use its Chemical Reaction. It then makes two attacks with its syringe or one attack with its dart gun.

Syringe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage and 7 (2d6) poison damage.

Dart Gun. *Ranged Weapon Attack:* +6 to hit, range 60/240 ft., one target. Hit: 5 (1d4 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw. On a failed save, the target takes 14 (4d6) poison damage and is poisoned for 1 hour. On a successful save, the target takes half as much damage and isn't poisoned.

Chemical Reaction (5/Day). The chemist throws a pair of flasks at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 15 Constitution saving throw. On a failed save, the target takes 14 (4d6) acid damage and suffers an additional effect. On a successful save, the target takes half as much damage and suffers no other effects. The additional effect is determined by rolling a d6:

1-2. The target gains a level of irradiated.

3-4. The target begins burning for 1 minute, taking 3 (1d6) fire damage at the beginning of each of its turns.

5-6. The target is blind until the end of the chemist's next turn.

COMBAT MEDIC

The lifeline at the end of your rope is the combat medic. Trained to perform medical miracles, they can attempt to revive patients from death, so long as they aren't too late to perform treatment.

Life Insurance. Customers pay top dollar for year-round contractual health service, which involves health monitoring equipment being installed on the client. When the client shows failing health signs, the nearest medical response team is alerted. They move in to secure the client, using deadly force if necessary, and attempt resuscitation.

COMBAT MEDIC

Medium humanoid (any race), any alignment

Armor Class 16 (plated vest)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	15 (+2)	16 (+3)	10 (+0)

Saving Throws Wis +6, Cha +3
Skills Acrobatics +6, Medicine +9, Nature +5
Senses passive Perception 13
Languages any two languages
Challenge 6 (2,300 XP)

Analyze Anatomy. The medic has advantage on any attack rolls against any creature that doesn't have all its hit points.

Med Serum (3/Day). As a bonus action, the medic can inject itself or a creature within 20 feet of it with med serum. The target regains 14 (4d4 + 4) hit points.

Resuscitate. The combat medic can spend 1 minute reviving a dead creature it can touch that died within the last 10 minutes. At the end of this minute, the medic makes a DC 20 Wisdom (Medicine) check. On a successful check, the creature returns to life with 1 hit point and its level of exhaustion is set to 3.

This ability can't return to life a creature that has died of old age, and if the creature is lacking body parts or organs integral for its survival - its head, for instance - the check automatically fails. If the check fails for a dead creature, this ability cannot be used on it again until it has been returned to life in another manner.

ACTIONS

Multiattack. The medic can use its Flashbang. It then makes two weapon attacks.

Assault Rifle. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 7 (2d6) piercing damage. This weapon has the automatic and burst-fire properties.

Under-Barrel Shotgun. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target. Hit: 12 (5d4) piercing damage. This weapon has the scatter property. It is attached to the medic's assault rifle.

Flashbang (3/Day). The medic throws a flashbang at a point within 60 feet of it, where it explodes in a 10-foot-radius sphere. Each creature in the area must succeed on a DC 15 Constitution saving throw or be blinded and deafened until the end of your next turn. If the creature is concentrating on a spell, they must also make a DC 15 Constitution saving throw to maintain concentration.

CYBERNINJA

Little is known about these elusive spies and killers. Or, at least, that would be the case if there weren't so many multi-million credit action movie franchises about cyberninjas. They really dropped the ball on the whole secrecy thing with that, but they're probably making a killing on the licensing.

CYBERNINJA

Medium humanoid (any race), any alignment

Armor Class 16 (combat suit)
Hit Points 104 (16d8 + 32)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	14 (+2)	17 (+3)	10 (+0)

Saving Throws Dex +8
Skills Acrobatics +8, Investigation +6, Perception +7, Stealth +12
Senses darkvision 60 ft., passive Perception 17
Languages any three languages
Challenge 9 (5,000 XP)

Evasion. If the cyberninja is subjected to an effect that allows it to make a Dexterity saving throw to take only half the damage, the cyberninja instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Slippery Foe. The cyberninja can take the Dash, Disengage, or Hide action as a bonus action.

Sneak Attack (1/Turn). The cyberninja deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the cyberninja that isn't incapacitated and the cyberninja doesn't have disadvantage on the Attack roll.

ACTIONS

Multiattack. The cyberninja makes two weapon attacks.

Poisoned Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage and 14 (4d6) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Explosive Kunai. *Ranged Weapon Attack:* +8 to hit, range 30/90 ft., one target. Hit: 6 (1d4 + 4) piercing damage. If a target is hit by this attack, at the end of the cyberninja's next turn, the shuriken embedded in the target will explode. Targets within 10 feet of the original target must make a DC 15 Dexterity saving throw. A target takes 14 (4d6) piercing and 14 (4d6) thunder damage on a failed saving throw, or half as much damage on a successful one. A creature can take an action to disarm a kunai embedded in a creature.

Flashbang (3/Day). The cyberninja throws a flashbang at a point within 60 feet of it, where it explodes in a 10-foot-radius sphere. Each creature in the area must succeed on a DC 15 Constitution saving throw or be blinded and deafened until the end of your next turn. If the creature is concentrating on a spell, they must also make a DC 15 Constitution saving throw to maintain concentration.

REACTIONS

Shadow Dodge. If the cyberninja is hit by an attack, it can cause the attack to miss and teleport 15 feet to an unoccupied space it can see.

MULTIPLE TIERS OF CREATURES

The demolitionist and many other creatures in this appendix have multiple versions with varying traits. In general, the primary difference between these similar creatures will be in their challenge rating, with highers tiers of a creature featuring an increased challenge rating and added or modified traits.

This serves multiple purposes. The first, and most obvious, is to allow you to bring similar archetypes of characters into different tiers of play for characters as they increase in level. As a DM, you can also utilize these different tiers for various non-player characters in your campaign as a method of showing a creature's growth, such as the results of their training or improved equipment and funding.

DEMOLITIONISTS

Ever since civilization first laid one brick on top of another, some bastard has wanted to come along and knock them over. This truth is at the heart of a demolitionist, a sort of humanoid form of entropy. To them, explosives are more than a tool, they are a way of life.

Mad Bombers. It's not an entirely sane mind that has to deal with this many explosions. Perhaps it's the constant concussive blasts, or the hellish damage being done to their inner ear, or an addiction to the taste of rubble, but demolitionists are, by and large, batshit crazy.

DEMOLITIONIST

Medium humanoid (any race), any chaotic alignment

Armor Class 15 (combat vest)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	13 (+1)	12 (+1)	10 (+0)

Saving Throws Dex +5
Skills Athletics +5, Investigation +4
Senses passive Perception 11
Languages any two languages
Challenge 4 (1,100 XP)

Evasion. If the demolitionist is subjected to an effect that allows it to make a Dexterity saving throw to take only half the damage, the demolitionist instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The demolitionist can use its Pipe Bomb. It then makes two weapon attacks.

Tomahawk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Thumper. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 5 (1d10) piercing damage and 5 (1d10) thunder damage. This weapon has the blast property. The demolitionist can choose which targets other than the primary target are affected by it's weapon's blast property.

Pipe Bomb (4/Day). The demolitionist throws a pipe bomb at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw. A creature takes 3 (1d6) piercing damage and 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one. The pipe bomb deals double damage to objects, vehicles, and structures.

Explosive Artists. But they are also masters of their craft. It takes a special sort of genius to place a grenade in just such a way to avoid blowing up the things you love and cherish. It takes a very different sort of genius to know that you love something and blow it up anyway.

ELITE DEMOLITIONIST

Medium humanoid (any race), any chaotic alignment

Armor Class 16 (plated vest)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	14 (+2)	13 (+1)	10 (+0)

Saving Throws Dex +7, Int +6
Damage Resistances thunder
Skills Athletics +7, Investigation +6, Stealth +7
Senses passive Perception 11
Languages any two languages
Challenge 9 (5,000 XP)

Evasion. If the demolitionist is subjected to an effect that allows it to make a Dexterity saving throw to take only half the damage, the demolitionist instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The demolitionist can use its Pipe Bomb. It then makes two weapon attacks.

Tomahawk. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage and 3 (1d6) thunder damage.

Thumper. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. Hit: 8 (1d10 + 3) piercing damage and 5 (1d10) thunder damage. This weapon has the blast property. The demolitionist can choose which targets other than the primary target are affected by it's weapon's blast property.

Pipe Bomb (4/Day). The demolitionist throws a pipe bomb at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. A creature takes 7 (2d6) piercing damage and 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one. The pipe bomb deals double damage to objects, vehicles, and structures.

REACTIONS

Contingent Blast. When the demolitionist is hit by a melee attack, it can create a concussive blast. The creature that made the melee attack must succeed on a DC 15 Strength saving throw or be pushed 10 feet away from the demolitionist, and the demolitionist can move 10 feet directly away from the creature without provoking opportunity attacks.

PRIME DEMOLITIONIST

Medium humanoid (any race), any chaotic alignment

Armor Class 16 (plated vest)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	16 (+3)	15 (+2)	14 (+2)	11 (+0)

Saving Throws Dex +8, Con +7, Int +6
Damage Resistances thunder
Skills Athletics +8, Investigation +6, Stealth +8
Senses passive Perception 12
Languages any two languages
Challenge 12 (8,400 XP)

Evasion. If the demolitionist is subjected to an effect that allows it to make a Dexterity saving throw to take only half the damage, the demolitionist instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The demolitionist can use its Pipe Bomb or its Antimagic Grenade. It then makes two weapon attacks.

Tomahawk. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage and 3 (1d6) thunder damage.

Thumper. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. Hit: 9 (1d10 + 4) piercing damage and 5 (1d10) thunder damage. This weapon has the blast property. The demolitionist can choose which targets other than the primary target are affected by it's weapon's blast property.

Pipe Bomb (4/Day). The demolitionist throws a pipe bomb at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw. A creature takes 10 (3d6) piercing damage and 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one. The pipe bomb deals double damage to objects, vehicles, and structures. The pipe bomb deals double damage to objects, vehicles, and structures.

Antimagic Grenade (2/Day). The demolitionist throws an antimagic grenade at a point within 60 feet of it. Creatures, objects, or magical effects within 10 feet of that point are subjected to a wave of antimagic. Any spell of 6th level or lower on the target ends. For each spell of higher level on the target, roll a d20 and add +4. If the result is equal to or greater than 10 + the spell's level, the spell ends.

REACTIONS

Contingent Blast. When the demolitionist is hit by a melee attack, it can create a concussive blast. The creature that made the melee attack must succeed on a DC 16 Strength saving throw or be pushed 10 feet away from the demolitionist, and the demolitionist can move 10 feet directly away from the creature without provoking opportunity attacks.

DRONE TASKMASTER

Who needs friends, when drones are more reliable? They won't skip out on your birthday party, or leave you stranded at the airport, or say they'll pay for pizza and then have the sudden realization (after the meal) that they forgot their credchip at home, or say "too slow!" after they offer a high five and then retract that offer.

You were right to chastise me, Todd, I will never be too slow again. And neither will my army of killbots, which are currently surrounding your home. Like me, they have no pity for you.

DRONE TASKMASTER

Medium humanoid (any race), any alignment

Armor Class 15 (combat vest)
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	17 (+3)	11 (+0)	10 (+0)

Saving Throws Int +5
Skills Investigation +5, Technology +5
Senses passive Perception 10
Languages any two languages
Challenge 4 (1,100 XP)

Orchestration. Drones of the taskmaster's choice within 90 feet of it can roll a 1d4 and add the number rolled to any attack roll or saving throw.

Hub. While the taskmaster is in an area where wireless and radio connections have been suppressed by EMP or a similar effect, the taskmaster's Orchestration trait has no effect, and it cannot take its Direct Drones action or its Short Circuit reaction. Drones in these areas do not benefit from these abilities if they are used.

ACTIONS

Multiattack. The taskmaster can use its Direct Drones. It then makes two weapon attacks.

Shock Baton. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) lightning damage. A creature reduced to 0 hit points by this weapon falls unconscious and is stable.

Submachine Gun. *Ranged Weapon Attack:* +5 to hit, range 50/200 ft., one target. Hit: 7 (2d6) piercing damage. This weapon has the automatic and burst-fire properties.

Direct Drones. Up to three drones of the taskmaster's choice within 90 feet of the taskmaster can each use their reaction to make one weapon attack.

REACTIONS

Short Circuit. When a willing drone within 90 feet makes an attack, a saving throw, or an ability check, the master can give the drone advantage on the roll. The drone takes 3 (1d6) lightning damage.

GHOST DRIVER

Occasionally, a deceased racer or motorcycle gangster will refuse to succumb to the lame and boring exit off life's highway, also known as death. Instead, yearning for the open road and the freedom they once had, the ghost driver refuses to move on until they've fulfilled their need for speed.

Final Race. Perhaps the driver, in their life, were locked in the most epic race of their lives, when a tragic accident (or planned sabotage) lead to their untimely deaths. But death is only the beginning of a new, more spooky race, and this ghost driver intends to win.

Gangster's Last Ride. Motorcycles aren't exactly a safe choice for motorists, and even less so when you're swinging a lead pipe at another motherfucker next to you. As such, it's no surprise when a gangster dies in motorcycle combat with a rival gang, but try getting that through their transparent but still somehow thick skulls. Sometimes all it takes is one last ride for glory, and the ghost driver won't rest until it's had vengeance.

GHOST DRIVER

Medium undead, any alignment

Armor Class 14 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	14 (+2)	8 (-1)	15 (+2)	21 (+5)

Skills Acrobatics +5, Perception +5
Damage Resistances acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 15
Languages any languages it knew in life
Challenge 8 (3,900 XP)

Incorporeal Movement. The ghost driver can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Ghastly Wrecks. If the ghost driver is hijacking a vehicle when it is destroyed, the explosion deals an extra 14 (4d6) psychic damage, which may be reduced through saving throws caused by the explosion as normal. The ghost driver is immune to the effects of explosions from any destroyed vehicle.

ACTIONS

Multiattack. The ghost driver makes two Jealous Grip or Fiery Chain attacks.

Fiery Chain. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. Hit: 21 (3d10 + 5) fire damage.

Jealous Grip. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) psychic damage. If the target is a creature, the creature must succeed on a DC 16 Charisma saving throw or lose one of its vehicle proficiencies (ghost driver's choice if there are multiple), if it has any. If the target loses a vehicle proficiency, the ghost driver regains 12 (3d6 + 2) hit points. The proficiencies are regained when the target finishes a long rest.

Hijack Vehicle (Recharge 6). One vehicle that the ghost driver can see within 5 feet of it must succeed on a DC 16 Constitution saving throw or be hijacked by the ghost driver; the ghost driver then disappears, and the vehicle becomes sentient if it wasn't already. The ghost driver now controls the vehicle. The ghost driver can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, and Charisma. It otherwise uses the hijacked vehicle's statistics, but if the vehicle was sentient, it doesn't gain access to the vehicle's knowledge, class features, or proficiencies.

The hijacking lasts until the vehicle is destroyed, the ghost driver ends it as a bonus action, or the ghost driver is turned or forced out by an effect like the dispel evil and good spell. When the hijacking ends, the ghost driver reappears in an unoccupied space within 5 ft. of the vehicle. The target is immune to this ghost driver's Hijack Vehicle for 24 hours after succeeding on the saving throw or after the hijacking ends.

GUNSLINGERS

The gunslinger can do one thing very well, and that's spinning their pistols on their fingers. Sure, they're a crack shot, but anyone can hit a target. It takes a real gunslinger to do it while twirling and flipping their pistols end-over-end in a beautiful, but extremely dangerous juggling act.

After watching too many old Western flicks, a gunslinger feels at home when they have two big pistols spitting fire from their hands, and laying low their enemies in a hail of gunfire.

ELITE GUNSLINGER

Medium humanoid (any race), any alignment

Armor Class 16 (combat suit)
Hit Points 111 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	14 (+2)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Dex +7, Cha +5
Skills Acrobatics +7, Perception +5, Performance +5, Sleight of Hand +7
Senses passive Perception 15
Languages any two languages
Challenge 8 (3,900 XP)

Deadeye. The gunslinger's ranged weapon attacks ignore half cover and three-quarters cover.

Quickdraw. The gunslinger has advantage on initiative rolls. During its first turn, the gunslinger has advantage on attack rolls against any creature that hasn't taken a turn, and the first hit it makes with a ranged weapon deals an additional 21 (6d6) damage.

Swift Step. The gunslinger can take the Disengage action as a bonus action.

ACTIONS

Multiattack. The gunslinger makes two weapon attacks.

Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Dual Revolvers. *Ranged Weapon Attack:* +7 to hit, range 70/280 ft., one target. Hit: 22 (4d6 + 8) piercing damage. This attack deals half damage if only a single revolver is used.

Fan the Hammer (Recharge 5-6). The gunslinger can make a single ranged attack against up to 4 creatures it can see.

REACTIONS

Fancy Shooting. When the gunslinger misses a ranged attack, it can make another ranged attack against a different target it can see within 20 feet of the original target without expending ammunition.

GUNSLINGER

Medium humanoid (any race), any alignment

Armor Class 15 (combat suit)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4
Skills Acrobatics +5, Perception +3, Sleight of Hand +5
Senses passive Perception 13
Languages any two languages
Challenge 4 (1,100 XP)

Quickdraw. The gunslinger has advantage on initiative rolls. During its first turn, the gunslinger has advantage on attack rolls against any creature that hasn't taken a turn, and the first hit it makes with a ranged weapon deals an additional 7 (2d6) damage.

Swift Step. The gunslinger can take the Disengage action as a bonus action.

ACTIONS

Multiattack. The gunslinger makes two weapon attacks.

Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Dual Revolvers. *Ranged Weapon Attack:* +5 to hit, range 70/280 ft., one target. Hit: 14 (4d6) piercing damage. This attack deals half damage if only a single revolver is used.

REACTIONS

Fancy Shooting. When the gunslinger misses a ranged attack, it can make another ranged attack against a different target it can see within 20 feet of the original target without expending ammunition.

PRIME GUNSLINGER

Medium humanoid (any race), any alignment

Armor Class 17 (combat suit)
Hit Points 143 (22d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	21 (+5)	15 (+2)	11 (+0)	16 (+3)	17 (+3)

Saving Throws Dex +9, Cha +7
Skills Acrobatics +9, Perception +7, Performance +7, Sleight of Hand +9
Senses passive Perception 17
Languages any two languages
Challenge 11 (7,200 XP)

Deadeye. The gunslinger's ranged weapon attacks ignore half cover and three-quarters cover.

Quickdraw. The gunslinger has advantage on initiative rolls. During its first turn, the gunslinger has advantage on attack rolls against any creature that hasn't taken a turn, and the first hit it makes with a ranged weapon deals an additional 28 (8d6) damage.

Swift Step. The gunslinger can take the Disengage action as a bonus action.

ACTIONS

Multiattack. The gunslinger makes two attacks with its Dual Revolvers or Blade.

Blade. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Dual Revolvers. *Ranged Weapon Attack:* +9 to hit, range 70/280 ft., one target. Hit: 24 (4d6 + 10) piercing damage and 5 (2d4) lightning damage. This attack deals half damage if only a single revolver is used.

Magic Bullet (3/Day). *Ranged Weapon Attack:* +9 to hit, range 200 ft., one target. Hit: 54 (12d8 + 5) piercing damage and 2 (1d4) lightning damage. The gunslinger does not have to be able to see the target to make this attack, and does not have disadvantage as a result of not being able to see the target, but there must be a clear path for the bullet to travel to reach the target, even moving around corners to do so.

Fan the Hammer (Recharge 5-6). The gunslinger can make a single ranged attack against up to 4 creatures it can see.

REACTIONS

Fancy Shooting. When the gunslinger misses a ranged attack, it can make another ranged attack against a different target it can see within 20 feet of the original target without expending ammunition.

JUGGERNAUT

Medium humanoid (any race), any alignment

Armor Class 17 (heavy tactical suit)
Hit Points 158 (21d8 + 62)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	7 (-2)	11 (+0)	13 (+1)

Saving Throws Str +8, Con +6
Skills Athletics +8, Intimidation +4
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 8 (3,900 XP)

Dermal Barrier. The juggernaut can deploy its barrier as a bonus action, reducing its speed by 10 feet. At the end of each of its turns, the juggernaut decides which way a 150-foot cone faces and whether the cone is active. The juggernaut has three-quarters cover against attacks and effects from creatures and vehicles in the cone. Creatures of the juggneraut's choice within 5 feet of it also benefit from this cover.

ACTIONS

Multiattack. The juggernaut makes three weapon attacks.

Chainsaw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage. This weapon has the automatic property.

Gatling Gun. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. Hit: 16 (2d10 + 5) piercing damage. This weapon has the automatic property.

Under-Barrel Shotgun. *Ranged Weapon Attack:* +8 to hit, range 60/180 ft., one target. Hit: 17 (5d4 + 5) piercing damage. This weapon has the scatter property. It is attached to the juggernaut's assault cannon.

Fragmentation Grenade (1/Day). The juggernaut throws a grenade at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. A creature takes 14 (4d6) piercing damage and 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one.

JUGGERNAUTS

So, you liked the idea of the tank, but had the obvious question: "What if it were a person?" Well, you are in luck.

The juggernaut exists in a sort of hybrid realm between vehicle, man, and slaughter, but isn't quite vehicular manslaughter. They are thickly armored and thoroughly armed like a tank, but will occasionally have independent thoughts, such as 'gatling gun go brrrrr'.

Bullets for Brains. While not an intelligent creature, the juggernaut has expertly placed itself in a position where that doesn't really matter. The juggernaut's position, in this case, being behind a thick cybernetic barrier of titanium with its gatling gun spinning up, and your position being between them and a hard place.

Not-so Gentle Giants. When encountering a juggernaut, be sure to bring plenty of snacks and assurances that you are its friend. Consider using Wisdom (Animal Handling) instead of Charisma (Persuasion) when attempting to soothe it.

UNSTOPPABLE JUGGERNAUT

Medium humanoid (any race), any alignment

Armor Class 18 (battle armor)
Hit Points 255 (30d8 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	19 (+4)	6 (-2)	12 (+1)	15 (+2)

Saving Throws Str +11, Con +9
Skills Athletics +11, Intimidation +7, Perception +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 14 (11,500 XP)

Dermal Barrier. The juggernaut can deploy its barrier as a bonus action, reducing its speed by 10 feet. At the end of each of its turns, the juggernaut decides which way a 150-foot cone faces and whether the cone is active. The juggernaut has three-quarters cover against attacks and effects from creatures and vehicles in the cone. Creatures of the juggneraut's choice within 5 feet of it also benefit from this cover.

Overdrive Engine (Recharges on a Short or Long Rest.) The juggernaut can take 3d8 fire damage and take an additional action on its turn.

ACTIONS

Multiattack. The juggernaut makes three weapon attacks.

Chainsaw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage. This weapon has the automatic property. If the target is a creature, it must succeed on a DC 19 Strength saving throw or take an additional 7 (2d6) damage and be pushed up to 10 feet away.

Gatling Gun. *Ranged Weapon Attack:* +11 to hit, range 100/400 ft., one target. Hit: 17 (2d10 + 6) piercing damage and 2 (1d4) fire damage. This weapon has the automatic property.

Under-Barrel Shotgun. *Ranged Weapon Attack:* +11 to hit, range 60/180 ft., one target. Hit: 18 (5d4 + 6) piercing damage and 2 (1d4) fire damage. This weapon has the scatter property. It is attached to the juggernaut's assault cannon.

Fragmentation Grenade (1/Day). The juggernaut throws a grenade at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw. A creature takes 21 (6d6) piercing damage and 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

MAD SCIENTIST

Medium humanoid (any race), any chaotic alignment

Armor Class 16 (plated vest)
Hit Points 247 (29d8 + 116)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	18 (+3)	21 (+5)	16 (+3)	12 (+1)

Saving Throws Con +10, Int +11, Wis +9, Cha +7
Skills Arcana +11, Investigation +11, Medicine +9, Nature +11, Technology +11
Damage Resistances poison
Senses passive Perception 13
Languages any four languages
Challenge 17 (18,000 XP)

Berserker Serum (3/Day). As a bonus action, the scientist can inject a willing creature within 5 feet of the scientist with specially tailored steroids for 1 minute. During this time, the creature gains advantage on weapon attacks using Strength, its speed increases by 15 feet, and it gains 10 temporary hit points at the start of the creature's turn.

If the creature takes damage, it must succeed on a DC Wisdom saving throw or go berserk. While berserk, it must use its action each round to attack the nearest creature. The creature is berserk until it start its turn with no creatures within 60 feet of it that it can see or hear.

Maddening Aura. At the start of each of the scientist's turns, each creature of the scientist's choice that can see or hear the scientist, and are within 20 feet of the scientist, must make a DC 19 Wisdom saving throw. On a failed save, the creature takes 16 (3d10) pyschic damage and succumbs to long-term madness, as determined by rolling on the Long-Term Madness table (DMG pg. 260). If a creature's saving throw is successful, the creature is immune to the scientist's Maddening Aura for the next 24 hours.

ACTIONS

Multiattack. The scientist makes three attacks with its injector.

Injector. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage and 10 (3d6) poison damage, and the target makes a DC 19 Constitution saving throw. On a failed save, the target randomly suffers one of the following effects, as determined by rolling a d6:

1-2. The target gains a level of exhaustion.

3-4. The target takes 28 (8d6) poison damage and is poisoned for 1 hour.

5-6. The target is paralyzed until the end of the scientist's next turn.

Tesla Cannon (Recharge 5-6). The scientist's arm cannon unleashes a blast of pure energy and electricity in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 44 (8d10) force and 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

Unnatural Experiment (1/Day). The scientist injects chemicals into a corpse within 5 feet of it. The creature returns to life with 100 hit points, and obeys the scientist's verbal commands. If the creature receives no commands, or the scientist dies, it regains control of itself. After 1 hour, the creature dies, and cannot be returned to life by this ability.

MAD SCIENTIST

At the pinnacle of science, advancement and madness are two sides of the same coin. When you ask the mad scientist whether ethics were worth sacrificing for the sake of new discoveries in research, you might have to speak up to be heard over the crackling Tesla coils and the screams of the test subjects.

Monster Madness. The position of the mad scientist's monster, their creation of life from unlife in the process of shattering the mortal coil, is a well known and respected role. Sure, necromancers do the same thing on a daily basis, but this is completely different, and way more cool. I mean, do skeletons or zombies have existential crises and come to hate their necromantic masters? Maybe, but nobody asks.

REACTIONS

Stroke of Mad Genius. When a willing creature within 60 feet of the scientist makes an attack, an ability check, or a saving throw, the scientist can let them reroll with advantage. The scientist can use this ability before or after the outcome of the roll is revealed. The creature takes 4 (1d8) psychic damage immediately after the attack, ability check, or saving throw.

MAGE HUNTER

Look, we're living in modern times, and 'witch hunter' is no longer an acceptable term. In fact, some of my best friends are witches. No, really.

The mage hunter is kitted out to the gills with antimagic equipment. Everything from their magebreaker ammunition, to their silvered long sword, to the magic-busting grenades on their belts is intent on giving spellcasters a bad time.

Antimage. More importantly, their training, and the rites they've undergone as part of an order of mage hunters, have given them special resilience to magic. If they can get in arm's reach of the spellcaster, they may even be able to cut a spell from a mage's lips before it is fully formed.

MAGE HUNTER

Medium humanoid (any race), any alignment

Armor Class 17 (armored trench coat)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	14 (+2)	11 (+0)	17 (+3)	13 (+1)

Saving Throws Int +3, Wis +6, Cha +4
Skills Athletics +7, Insight +6, Perception +6
Senses passive Perception 16
Languages any two languages
Challenge 6 (2,300 XP)

Magebreaker. The hunter's weapon attacks ignore abjuration spells such as shield, blade ward, mage armor, and stoneskin. When the hunter damages a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.

Magic Resistance. The hunter has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The hunter makes three melee weapon attacks or two ranged weapon attacks.

Silvered Long Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Sniper Rifle. *Ranged Weapon Attack:* +7 to hit, range 200/800 ft., one target. Hit: 14 (4d4 + 4) piercing damage.

Antimagic Grenade (2/Day). The hunter throws an antimagic grenade at a point within 60 feet of it. Creatures, objects, or magical effects within 10 feet of that point are subjected to a wave of antimagic. Any spell of 4th level or lower on the target ends. For each spell of higher level on the target, roll a d20 and add +3. If the result is equal to or greater than 10 + the spell's level, the spell ends.

REACTIONS

Spell Counterstrike. When a creature the hunter can see casts a spell, it can make a melee weapon attack with advantage against that creature if it can reach it. If the attack hits, the creature must succeed on a DC 15 Constitution saving throw or the spell is lost without effect.

MERCENARIES

It's nothing personal, a job's just a job, even if that job is gunning down crowds of hapless bystanders in pursuit of some corporate agenda. After all, the pay is far better than what you'd make as a clerk in some dingy gas station.

Dog Eat Dog. Of course, some mercenaries have their pride, and certain lines they won't cross. In general, these scrupulous mercenaries won't make it far in the business, pushed aside by the more ruthless and cunning bastards in their ranks willing to do anything to impress the hand that feeds them.

ELITE MERCENARY

Medium humanoid (any race), any alignment

Armor Class 17 (heavy tactical suit)
Hit Points 98 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	16 (+3)	11 (+0)	15 (+2)	14 (+2)

Saving Throws Str +6, Dex +8
Skills Acrobatics +8, Athletics +6, Perception +5
Senses passive Perception 15
Languages any two languages
Challenge 6 (2,300 XP)

Auto-Injector (1/Day). When the mercenary is reduced to 0 hit points, it automatically consumes a tier 2 med serum, gaining 4d4 + 4 hit points.

Explosive (1/Day). Roll a d6 to see what explosive the mercenary has. On a 1 or 2, it's a tier 2 fragmentation grenade. On a 3 or 4, it's a tier 2 flashbang. On a 5, it's a tier 2 napalm grenade. On a 6, it's a smoke grenade.

ACTIONS

Multiattack. The mercenary makes three weapon attacks.

Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage and 3 (1d6) thunder damage.

Light Machine Gun. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. Hit: 14 (2d8 + 5) piercing damage and 2 (1d4) fire damage. This weapon has the automatic property.

Under-Barrel Thumper. *Ranged Weapon Attack:* +8 to hit, range 40/160 ft., one target. Hit: 10 (1d10 + 5) piercing damage and 5 (1d10) thunder damage. This weapon has the blast property. This weapon must be reloaded with a bonus action after attacking with it.

MERCENARY

Medium humanoid (any race), any alignment

Armor Class 16 (shock armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Dex +6
Skills Athletics +4, Perception +3
Senses passive Perception 13
Languages any two languages
Challenge 3 (700 XP)

Explosive (1/Day). Roll a d6 to see what explosive the mercenary has. On a 1 or 2, it's a tier 1 fragmentation grenade. On a 3 or 4, it's a tier 1 flashbang. On a 5, it's a tier 1 napalm grenade. On a 6, it's a smoke grenade.

ACTIONS

Multiattack. The mercenary makes two weapon attacks.

Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Assault Rifle. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 7 (2d6) piercing damage. This weapon has the automatic and burst-fire properties.

Under-Barrel Thumper. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. Hit: 5 (1d10) piercing damage and 5 (1d10) thunder damage. This weapon has the blast property. This weapon must be reloaded with a bonus action after attacking with it.

PRIME MERCENARY

Medium humanoid (any race), any alignment

Armor Class 18 (battle armor)
Hit Points 143 (19d8 + 57)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	17 (+3)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Str +8, Dex +10, Con +7
Skills Acrobatics +10, Athletics +8, Perception +7
Senses passive Perception 17
Languages any two languages
Challenge 10 (5,900 XP)

Auto-Injector (1/Day). When the mercenary is reduced to 0 hit points, it automatically consumes a tier 3 med serum, gaining 8d4 + 8 hit points.

Explosive (1/Day). Roll a d6 to see what explosive the mercenary has. On a 1 or 2, it's a tier 3 fragmentation grenade. On a 3 or 4, it's a tier 3 flashbang. On a 5, it's a tier 3 napalm grenade. On a 6, it's a smoke grenade.

Magic Weapons. The mercenary's weapon attacks are magical.

ACTIONS

Multiattack. The mercenary makes three weapon attacks.

Blade. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) slashing damage and 9 (2d8) poison damage.

Gatling Gun. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. Hit: 17 (2d10 + 6) piercing damage and 2 (1d4) fire damage. This weapon has the automatic property.

Under-Barrel Thumper. *Ranged Weapon Attack:* +10 to hit, range 40/160 ft., one target. Hit: 11 (1d10 + 6) piercing damage and 5 (1d10) thunder damage. This weapon has the blast property. This weapon must be reloaded with a bonus action after attacking with it.

REACTIONS

Subdermal Plating (Recharges on a Short or Long Rest). When the mercenary takes damage of a type other than psychic damage, it can gain resistance to the damage type for 1 minute. You can't use this ability again until you finish a short or long rest.

NANOMACHINE HULK

Large aberration, any alignment

Armor Class 18 (natural armor)
Hit Points 288 (25d10 + 150)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	23 (+6)	13 (+1)	16 (+3)	17 (+3)

Saving Throws Str +14, Con +13, Wis +10
Skills Athletics +14, Perception +10
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 20
Languages any three languages
Challenge 22 (41,000 XP)

Charge (1/Turn). If the hulk moves at least 20 ft. straight toward a target and then hits it with a Smash attack on the same turn, the target takes an extra 21 (6d6) bludgeoning damage. The target must succeed on a DC 22 Strength saving throw or be knocked prone.

Deceptively Strong. The hulk can use its bonus action to reduce its size from Large to Medium, disguising its extreme cybernetics and appearing as a mostly normal humanoid, or return to its true form. While in its Medium size form, the hulk deals half damage with attacks using Strength.

Legendary Resistance (3/Day). If the hulk fails a saving throw, it can choose to succeed instead.

Regeneration. The hulk regains 10 hit points at the start of its turn.

Rising Fury. While the hulk is below half its maximum hit points, it adds 1d6 to attack rolls and saving throws.

ACTIONS

Multiattack. The hulk makes three weapon attacks.

Smash. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) bludgeoning damage. On a critical hit against a creature, this attack breaks a creature's arm or leg (hulk's choice) if it has any. If the creature's arm is broken, it has disadvantage on weapon attack rolls and ability checks using that arm, and the creature does not benefit from holding shields in the broken arm. If the creature's leg is broken, its speed is halved. A creature's broken limb can be restored with the lesser restoration spell or similar magic, or over the course of 30 days of rest.

Throw Object. *Ranged Weapon Attack:* +14 to hit, range 200/800 ft., one target. Hit: 16 (2d8 + 7) bludgeoning. This attack uses a nearby object, such as a chunk of concrete or rubble torn from a building as part of this attack.

REACTIONS

Nano-Hardening. The hulk's skin hardens in response to physical trauma. When the hulk takes bludgeoning, piercing, or slashing damage, it can halve the damage and gain resistance to those damage types until the end of its next turn. Alternatively, when the hulk takes acid, cold, fire, lightning, or thunder damage, it can halve the damage and gain resistance to those damage types until the end of its next turn.

LEGENDARY ACTIONS

The nanomachine hulk can take take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nanomachine hulk regains spent legendary actions at the start of its turn.

Crush. The hulk makes a Smash attack.

Throw. The hulk makes a Throw Object attack.

Leap. The hulk jumps up to 50 feet.

NANOMACHINE HULK

The nanomachine hulk is a man-created monstrosity, a brute composed of equal parts biology and nanotechnology. Through every blood vessel, organ, and bone runs a river of microscopic machines programmed to reinforce and strengthen the hulk. Every aspect of their body is an organic device machined to perfection through tireless effort.

Nano-Disguise. The hulk can have its nanomachines reduce their visual presence until the hulk's nano-qualities are undetectable. They might attempt to live normal lives, or take up a position in the local government.

Manmade Monster. A nanomachine hulk comes into this world in two ways: it is built from the ground up, or it is transformed through nightmarishly painful surgical processes. The organization that created them then has the difficult task of trying to maintain control over their creation.

NUCLEAR ELEMENTALS

Earth! Fire! Wind! Water! Nukes! By your powers combined I-what?

Nuclear elementals are a strange bunch. On their home plane they speak to each other in a tapping language vaguely reminiscent of Geiger counters, but which is probably more related to Morse code.

Half-Life. They're generally much shorter lived and far more unstable than their elemental cousins, as well as being far less safe for hugs compared to all but the fire elemental, but they make up for it with their glowing demeanor.

GREATER NUCLEAR ELEMENTAL

Huge elemental, neutral

Armor Class 15
Hit Points 200 (21d12 + 63)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	17 (+3)	7 (-2)	13 (+1)	11 (+0)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, radiant
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Radan
Challenge 10 (5,900 XP)

Half-Life. The elemental has advantage on attacks and saving throws while it has more than half its hit points.

Toxic Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Any creature that starts its turn in the elemental's space takes 3d6 radiant damage. The elemental sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light is sunlight.

ACTIONS

Multiattack. The elemental makes two sickening touch attacks.

Sickening Touch. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) radiant damage. If a creature is hit by both sickening touch attacks, it must succeed on a DC 15 Constitution saving throw or gain one level of irradiated.

Noxious Glow (Recharge 5-6). Each creature within 15 feet of the elemental must make a DC 15 Constitution saving throw. On a failed save, a target takes 36 (8d8) radiant damage and gains one level of irradiation. On a successful save, a creature takes half damage and does not become irradiated.

NUCLEAR ELEMENTAL

Large elemental, neutral

Armor Class 14
Hit Points 98 (13d10 + 26)
Speed 0 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	15 (+2)	6 (-2)	11 (+0)	9 (-1)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, radiant
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 10
Languages Radan
Challenge 5 (1,800 XP)

Toxic Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Any creature that starts its turn in the elemental's space takes 1d6 radiant damage. The elemental sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The light is sunlight.

ACTIONS

Multiattack. The elemental makes two sickening touch attacks.

Sickening Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) radiant damage. If a creature is hit by both sickening touch attacks, it must succeed on a DC 13 Constitution saving throw or gain one level of irradiated.

Noxious Glow (Recharge 5-6). Each creature within 15 feet of the elemental must make a DC 13 Constitution saving throw. On a failed save, a target takes 18 (4d8) radiant damage and gains one level of irradiation. On a successful save, a creature takes half damage and does not become irradiated.

UNSTABLE ISOTOPE

Tiny elemental, neutral

Armor Class 14
Hit Points 8 (3d4)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	19 (+4)	10 (+0)	3 (-4)	13 (+1)	5 (-3)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison, radiant
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Radan
Challenge 1/2 (100 XP)

Chain Reaction. When the isotope is reduced to 0 hit points, it explodes. Targets within 10 feet of the isotope must succeed on a DC 12 Dexterity saving throw, taking 7 (2d6) radiant damage on a failed save, or half as much damage on a successful one. If another isotope is in the area, it also is reduced to 0 hit points and explodes, which may chain to other isotopes.

The damage caused by all of the explosions is increased by 3 (1d6) for each additional isotope that explodes, but a target in the area of more than one explosion is affected only once. For example, if 5 isotopes are caught in each other's explosions, along with a creature who is in one of the explosion areas, then the creature is at risk of taking 6d6 radiant damage.

Bright Mote. The isotope sheds bright light in a 5-foot radius and dim light for an additional 5 feet. The light is sunlight.

ACTIONS

Ionize. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) radiant damage and 2 (1d4) force damage.

UNSTABLE ISOTOPE

These adorable little friends love to gather close to study glowing lights, like moths to the flame. Do try and keep them at arms length though, or at least at a distance from each other, as they can create some pretty devastating chain reactions when gathered in swarms.

ORGANIZED CRIME

As every criminal knows, there's always a bigger fish. In the case of the criminal underworld, the big fish is organized crime groups that run black markets from the shadows. If they get any bigger, they'd have to start calling themselves megacorporations, or governments.

Organized crime comes in many shapes and sizes. Most organized crime groups are based on familial bonds or loyalty structures. Some, like drug cartels, specialize in providing certain illegal products. Others dip their hands into all sorts of other businesses, including gambling, theft, human trafficking, organ/cybernetic harvesting, and other criminal enterprises.

While some criminal groups get along with each other, the endless urge for greed gets the better of reason sooner or later. This leads to street wars between warring syndicates, or even faction strife within an individual group.

CRIME BOSS

The crime boss earned their position by ruthlessly climbing their way to the top of a mountain of their rival's bodies, fiercely earning the loyalty of every subordinate under their command. The crime boss might be the head of their own group, or just the regional manager of a worldwide syndicate.

CRIME BOSS

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (steelcloth)
Hit Points 143 (19d8 + 57)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	17 (+3)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +7, Wis +6, Cha +7
Skills Acrobatics +7, Deception +7, Insight +9, Intimidation +7, Perception +6
Senses passive Perception 16
Languages any three languages
Challenge 7 (2,900 XP)

Imposing Aura. Other creatures of the boss's choice that start their turns within 30 feet of the boss have advantage on their first attack made on each of their turns.

Smooth Step. The boss can take the Disengage action as a bonus action on each of its turns.

ACTIONS

Multiattack. The boss can use its Frightful Presence. It then makes two weapon attacks.

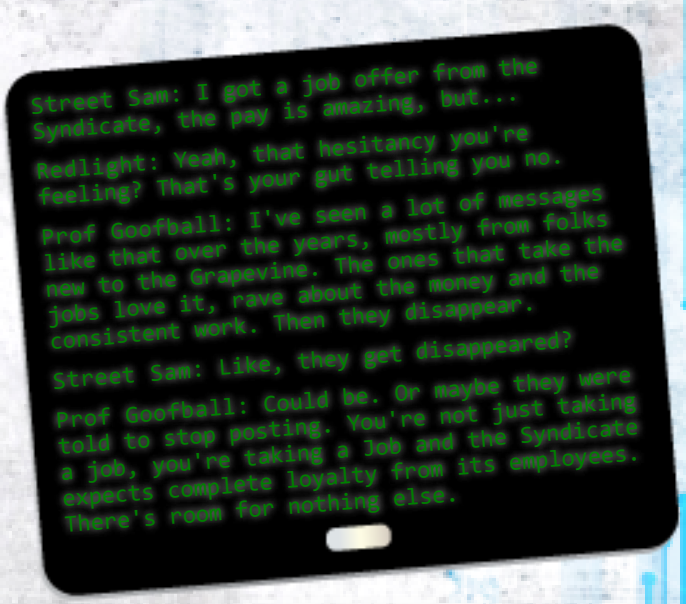
Blade. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Dual Magnums. *Ranged Weapon Attack:* +7 to hit, range 70/280 ft., one target. Hit: 22 (4d8 + 4) piercing damage. This attack deals half damage if only a single revolver is used.

Frightful Presence. Each creature of the boss's choice that is within 120 ft. of the boss and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the boss's Frightful Presence for the next 24 hours.

REACTIONS

Vigilant Underlings. When a creature the boss can see targets him with an attack, the boss can have a willing creature it can see use its reaction to move up to half its speed. If the creature's movement ends within 5 feet of the boss, the attack targets the creature instead.



MOBSTER

The foot soldiers of organized crime groups, these mobsters are usually jumped-up local thugs. Having gotten their first real taste of money and power, many let it go to their heads. They will often find reasons to become violent over the slightest offense, using that as an excuse to flex their group's muscle.

In many ways, they're no better than the gangsters they used to be before they were recruited. On the other hand, a good mobster knows when to keep his head down around the capos and the boss, who show no mercy toward underlings that fail to follow orders. The bad mobsters sleep with the fishes.

MOBSTER

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (steelcloth)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Dex +6
Skills Acrobatics +6, Intimidation +4
Senses passive Perception 12
Languages any two languages
Challenge 3 (700 XP)

Smooth Step. The mobster can take the Disengage action as a bonus action.

ACTIONS

Multiattack. The mobster makes two weapon attacks.

Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 4) slashing damage.

Light Machine Gun. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 13 (2d8 + 4) piercing damage. This weapon has the automatic property.

MOBSTER CAPO

The assistant to the regional manager, the mobster capo, is in charge of keeping the rank and file in line. They've shown themselves to be more competent than the average grunt, and are usually in a small circle of trust with the local boss.

MOBSTER CAPO

Medium humanoid (any race), any non-lawful alignment

Armor Class 16 (steelcloth)
Hit Points 113 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	11 (+0)	15 (+2)	16 (+3)

Saving Throws Dex +8, Wis +5
Skills Acrobatics +8, Deception +6, Intimidation +6, Perception +5
Senses passive Perception 15
Languages any two languages
Challenge 5 (1,800 XP)

Smooth Step. The capo can take the Disengage action as a bonus action on each of its turns.

Threaten. As a bonus action, the capo tries to frighten one creature it can see within 30 feet of it. The creature must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the capo's next turn.

ACTIONS

Multiattack. The capo makes two weapon attacks.

Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.

Magnum. *Ranged Weapon Attack:* +8 to hit, range 70/280 ft., one target. Hit: 14 (2d8 + 5) piercing damage. This weapon has the automatic property.

REACTIONS

Goad Accomplice. When an ally within 30 feet of the mobster hits a creature, the capo can urge on the ally, causing the attack to deal an extra 7 (2d6) damage.

PHASE ICE

Medium elemental, lawful neutral

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	14 (+2)	13 (+1)	15 (+2)	18 (+4)

Skills Investigation +4, Perception +5
Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 15
Languages understands the languages of its creators
Challenge 6 (2,300 XP)

Digital Ghost. The ICE can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. The ICE is invisible to those without AR vision.

Netborn. The ICE normally resides on its home machine or network. The ICE can spend half its movement speed to leave or enter its home machine or network's port. While inside its home machine or network, the ICE can instantaneously travel to any port connected to its home machine or network on its turn. If the ICE spends a total of 10 minutes outside its home machine or network without resting for at least 1 minute inside its home machine or network, it dies.

ACTIONS

Multiattack. The ICE makes two Static Discharge attacks.

PHASE ICE

Phase ICE is a specially designed form of security measure. Designed through a mix of magic and programming, forces from the Plane of Data are drawn forth to form this sentient, obedient defender.

Dual Natured. This being is able to move back and forth between networks and machines as simply as a person might slip into or out of a pool of water. When the ICE enters a person through their datajack, it is able to hijack their processes by seizing control of their psyche, bending it to fulfill the orders of those who created the ICE.

Static Discharge. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. Hit: 18 (4d6 + 4) lightning damage. If the target is a creature that is connected to a network, it must succeed on a DC 15 Intelligence saving throw or be disconnected from the network. The creature may suffer dumpshock in the process.

Hijack Flesh (Recharge 6). While the ICE is in its home machine or network, it can attempt to possess one creature connected to its home machine or network with its datajack. The creature must succeed on a DC 15 Charisma saving throw or be possessed by the ICE; the ICE then disappears, and the target is incapacitated and loses control of its body. The ICE now controls the body but doesn't deprive the target of awareness. The ICE can't be targeted by any attack, spell, or other effect, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

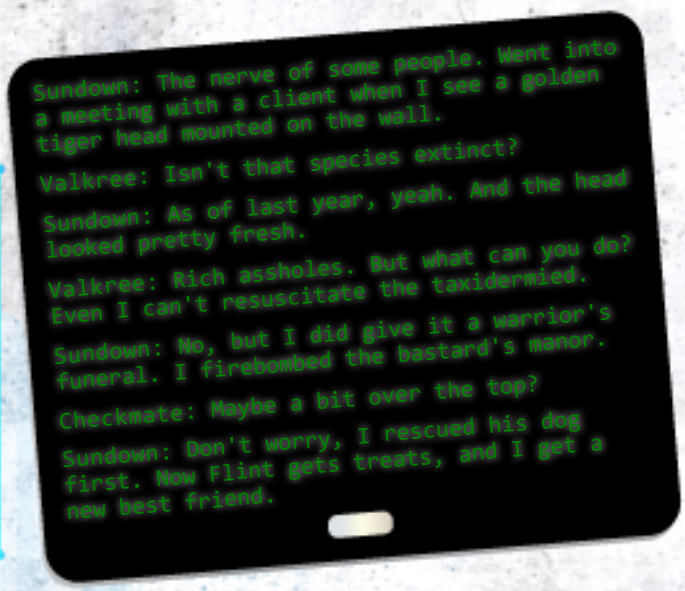
The possession lasts until the body drops to 0 hit points, the ICE ends it as a bonus action, or the ICE is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ICE reappears in an unoccupied space within 5 ft. of the body. The target is immune to this ICE's Hijack Flesh for 24 hours after succeeding on the saving throw or after the possession ends.

POACHER

Even after the world has been raked over the coals for profit by megacorporations, the few tracts of nature left are hardly safe from exploitation. After all, there are still too many beautiful examples of fauna out there that have yet to be turned into aphrodisiacs and tasteless decor.

Adept Hunter. The poacher is skilled at tracking down and killing or maiming magnificent beasts, all while avoiding guard patrols. Some use packs of drones like hunting hounds to sniff out or drive out their prey. A few have even taken up business escorting rich VIPs along hunting trips so the spoiled brats can live out their big game hunter dreams.

Of course, after having been savaged for so long by pollution and natural resource stripping, they shouldn't be surprised when nature fires back.



POACHER

Medium humanoid (any race), any non-lawful alignment

Armor Class 14 (steelcloth)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	16 (+3)	11 (+0)	15 (+2)	10 (+0)

Skills Perception +4, Stealth +5, Survival +6
Senses passive Perception 14
Languages any two languages
Challenge 2 (450 XP)

Surprise Attack. If the poacher surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. The poacher makes two weapon attacks.

Bayonet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage. This weapon is attached to the poacher's hunting rifle.

Hunting Rifle. *Ranged Weapon Attack:* +5 to hit, range 50/200 ft., one target. Hit: 7 (3d4) piercing damage.

REACTIONS

Hamstring. When a melee attack misses the poacher, it can make a melee attack against the source of the attack as a reaction. If the attack hits, the target's movement speed is reduced by 10 until the end of its next turn. The poacher can then move half its speed without taking opportunity attacks.

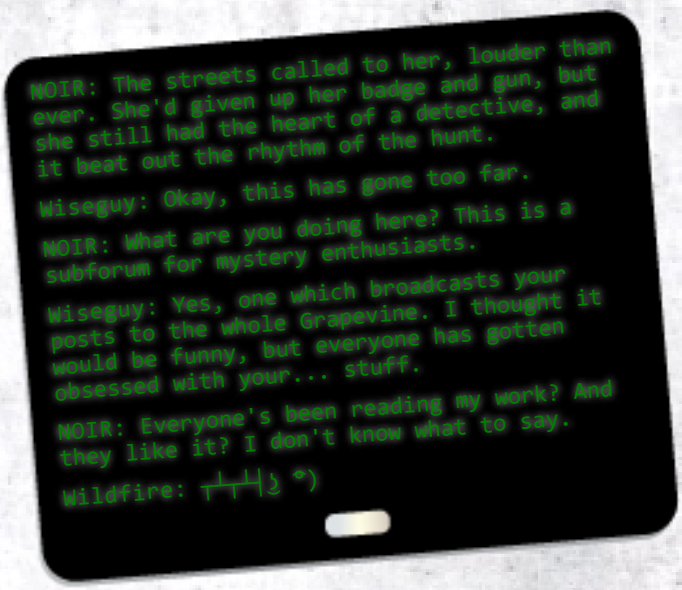
POLICE

What's a punk to do without an oppressive state to rebel against? The police of a rundown metropolis are caught in the middle of the struggle between classes, often being on the cusp of poverty themselves.

However, the wealthy have granted them the taste of power and the freedom to tyrannize those lesser than them, and this power corrupts absolutely. Because of this, cops are often little more than a gang themselves, but they appear more official with badges, ranks, and other nonsense.

DETECTIVE

The detective sniffs out criminals and killers with unwavering determination. When a killer is on the loose, you want this hard boiled dick up your sleeve.



DETECTIVE

Medium humanoid (any race), any alignment

Armor Class 14 (steelcloth)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	16 (+3)	17 (+3)	13 (+1)

Saving Throws Dex +6, Wis +6
Skills Acrobatics +6, Insight +9, Intimidation +4, Investigation +9, Perception +6, Survival +6
Senses passive Perception 16
Languages any three languages
Challenge 5 (1,800 XP)

Freeze. As a bonus action, the detective tries to frighten one creature it can see within 30 feet of it. The creature must succeed on a DC 14 Wisdom saving throw or be frightened until the end of the detective's next turn. While frightened in this manner, the creature's speed drops to 0 and it cannot take reactions.

Hard Boiled. The detective has advantage on saving throws against being charmed or frightened.

Vigilant. Creatures within the detective's reach provoke opportunity attacks even if they took the Disengage action. When a creature is hit by the detective's opportunity attack, its speed is drops to 0.

ACTIONS

Multiattack. The detective can use its Mark Suspect. It then makes two weapon attacks.

Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Magnum. *Ranged Weapon Attack:* +6 to hit, range 70/280 ft., one target. Hit: 9 (2d8) piercing damage and 2 (1d4) cold damage.

Mark Suspect (3/Day). The detective mark's a creature it can see within 90 feet. For 24 hours, the detective deals an extra 3d6 damage to the target whenever it hits it with a weapon attack, and it has advantage on any ability checks it makes to find it or track it. Creatures marked by the detective have disadvantage on Charisma (Deception) checks against the detective. Only one creature can be marked in this manner at a time, and marking a second creature ends the first mark.

REACTIONS

Read Motive. When the detective is hit by an attack from a creature affected by the detective's Mark Suspect, it can cause the attack to miss instead.

POLICE OFFICER

Medium humanoid (any race), any alignment

Armor Class 14 (security armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Str +6, Dex +4
Skills Athletics +6, Insight +4, Intimidation +4, Perception +4
Senses passive Perception 14
Languages any two languages
Challenge 3 (700 XP)

Pack Tactics. The officer has advantage on an attack roll against a creature if at least one of the officer's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The officer makes two weapon attacks.

Shock Baton *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) lightning damage. A creature reduced to 0 hit points by this weapon falls unconscious and is stable.

Combat Shotgun. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target. Hit: 12 (5d4) piercing damage. This weapon has the scatter property.

Magnum. *Ranged Weapon Attack:* +6 to hit, range 70/280 ft., one target. Hit: 9 (2d8) piercing damage.

POLICE SERGEANT

Medium humanoid (any race), any alignment

Armor Class 14 (security armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	12 (+1)	17 (+3)	16 (+3)

Saving Throws Con +6, Wis +6
Skills Athletics +7, Insight +6, Intimidation +6, Perception +6,
Senses passive Perception 16
Languages any two languages
Challenge 5 (1,800 XP)

Got Your Back. Creatures of the sergeants's choice within 30 feet of the sergeant have half cover so long as the sergeant can see or hear them. The sergeant also gains this benefit if there is at least one ally within range.

Pack Tactics. The sergeant has advantage on an attack roll against a creature if at least one of the sergeant's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The sergeant makes two weapon attacks.

Shock Baton *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) lightning damage. A creature reduced to 0 hit points by this weapon falls unconscious and is stable.

Combat Shotgun. *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target. Hit: 16 (5d4 + 4) piercing damage. This weapon has the scatter property.

Magnum. *Ranged Weapon Attack:* +7 to hit, range 70/280 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

POLICE OFFICERS

From traffic cops to desk jockeys, many police officers are just trying to get by in a shitty day job that they hate. It's sometimes easy to dehumanize the cops into faceless law enforcement, but they are each real people with families, fears, dreams, and back pain.

That said, a lot of real people are shitheads too, and cops are no different.

Sergeants. The front line supervisors of the police force. It is the player character's sworn duty to create as much paperwork as possible for them.

SWAT BRUISER

Medium humanoid (any race), any alignment

Armor Class 18 (shock armor, ballistic shield)
Hit Points 120 (16d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	11 (+0)	13 (+1)	13 (+1)

Saving Throws Str +8, Con +6
Skills Athletics +8, Intimidation +4, Perception +4
Senses passive Perception 14
Languages any two languages
Challenge 6 (2,300 XP)

Brute. A melee weapon deals one extra die of its damage when the bruiser hits with it (included in the attack).

Gas Masked. The bruiser is immune to inhaled toxins, diseases, and poisons and has disadvantage on Wisdom (Perception) checks while wearing the mask.

ACTIONS

Multiattack. The bruiser makes three weapon attacks.

Shock Baton. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) lightning damage. A creature reduced to 0 hit points by this weapon falls unconscious and is stable.

Shield Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (2d4 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Magnum. *Ranged Weapon Attack:* +8 to hit, range 70/280 ft., one target. Hit: 9 (2d8) bludgeoning damage. This weapon uses gel bullets.

SWAT OFFICERS

Whether it's a hostage situation or a target that poses a high threat to police, the SWAT teams are called in when standard law enforcement personnel aren't up to the task. These specially trained officers usually come prepared with RC drones for scouting, det cable for doors, and tear gas to flush out targets.

SWAT OFFICER

Medium humanoid (any race), any alignment

Armor Class 16 (shock armor)
Hit Points 98 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Str +6, Dex +5
Skills Athletics +6, Perception +3
Senses passive Perception 13
Languages any two languages
Challenge 4 (1,100 XP)

Gas Masked. The officer is immune to inhaled toxins, diseases, and poisons and has disadvantage on Wisdom (Perception) checks while wearing the mask.

ACTIONS

Multiattack. The officer makes two weapon attacks.

Shock Baton. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) lightning damage. A creature reduced to 0 hit points by this weapon falls unconscious and is stable.

Light Machine Gun. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage. This weapon has the automatic property and uses gel bullets.

Tear Gas (1/Day). The officer throws a tear gas canister to a point within 60 feet of it, creating a 20-foot-radius sphere of yellow, nauseating gas centered at the point for 1 minute. The cloud spreads around corners, and its area is heavily obscured. Each creature that is completely within the cloud at the start of its turn must make a DC 14 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that are immune to being poisoned automatically succeed on this saving throw.

POP ICON

The pop icon is more than just a musician, more than just a celebrity. They are a zeitgeist, a force of personality that shapes society's perception of the world.

Being at the nexus of such a potent level of attention is not dissimilar from being fully submerged in a well of power. The pop icon is capable of reality defying feats of performance, so fantastic that their ridiculously over the top music videos required minimal editing and CGI.

Dark Secret. Pop icons could not have risen to their heights without an entire crypt's worth of skeletons in their closet. While not quite a phylactery, the discovery and broadcasting of their deep secrets could result in the pop icon being canceled, stripping them of their station and power.

POP ICON

Medium humanoid (any race), any alignment

Armor Class 16 (combat suit)
Hit Points 135 (18d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	17 (+3)	13 (+1)	14 (+2)	20 (+5)

Saving Throws Dex +9, Con +8, Cha +10
Skills Acrobatics +9, Deception +10, Perception +7, Performance +15, Persuasion +15
Senses passive Perception 17
Languages any four languages
Challenge 16 (15,000 XP)

Cult of Personality. Creatures of the icon's choice within 30 feet of it have advantage on saving throws against spells and other magical effects, and when an affected creature succeeds on a saving throw made against a spell or magical effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw.

Inspire. As a bonus action, the icon can inspire another creature that can see or hear the icon, so long as the icon is aware of the creature. The inspired creature can gain advantage on one ability check, attack roll, or saving throw it makes in the next 10 minutes. A creature cannot be inspired again if it is already inspired.

Spellcasting. The icon is an 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): friends, knack, minor illusion, vicious mockery
1st level (4 slots): charm person, heroism
2nd level (3 slots): enhance ability, shatter, suggestion
3rd level (3 slots): contract, dispel magic, fear, fireball, major image
4th level (3 slot): death ward, freedom of movement
5th level (2 slot): dominate person, mass cure wounds, modify memory, seeming
6th level (1 slot): irresistible dance, mass suggestion
7th level (1 slot): project image, mirage arcane
8th level (1 slot): glibness, power word: stun
9th level (1 slot): psychic scream

ACTIONS

Pistol. *Ranged Weapon Attack:* +9 to hit, range 70/280 ft., one target. Hit: 5 (2d4) piercing damage.

REACTIONS

Charming Demeanor. When a creature the icon can see within 60 feet of it makes a weapon attack against the icon, the creature must succeed on a DC 18 Wisdom saving throw or be charmed until the end of the icon's next turn. If the creature fails the saving throw, the creature must choose a new target or lose the attack.

PYROMANIACS

"Smell that? Smoke? No, no, my friend, it's so much more than that. What you're smelling is the blend of civilization that once made this house a home.

"The wooden walls and floors supported this space where parents raised rebellious children for years, silent witnesses to the family they sheltered, now a lovely pine scent. Old furniture, dirty, torn apart again and again by the cat, but too expensive to replace, now a synthetic mix of toxic black fumes. A pleasant whiff of baking soy and boiling orange juice from the fridge, now an oven being baked in this inferno.

"Burnt hair and the savory scent of searing meat... well, it could just be the rats cooking in the walls. Or maybe the place wasn't as abandoned as we thought. It's for the best, I'd hate for this house to burn alone. Even as ashes, a place like this deserves to be a home."

The pyromaniac is a person who has given themself over to the cleansing power of flame. Wielding a flamethrower with wild abandon, their faces covered with a gas mask, and framed by the blazing timbers of a burning building, they can appear like a demon.

But that's an unfair characterization. Instead, consider them as flame enthusiasts, or fire's biggest fan. Sure, like any fandom, they can be a little annoying when they bring it into every conversation, especially when they bring literal fire.

Walking Inferno. This pyromaniac has ascended beyond simply being crazy about fire, it has infused their essence, their soul. The walking inferno doesn't require air, food, drink, or sleep. However, they must consume two pounds of fuel (gasoline, coal, or wood) each day or they gain one level of exhaustion.

BLAZING PYROMANIAC

Medium humanoid (any race), any chaotic alignment

Armor Class 16 (plated vest)
Hit Points 150 (23d8 + 46)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	15 (+2)

Saving Throws Str +7, Dex +6
Damage Resistances fire
Skills Athletics +8, Intimidation +6, Survival +6
Senses passive Perception 12
Languages any two languages
Challenge 12 (8,400 XP)

Gas Masked. The pyromaniac is immune to inhaled toxins, diseases, and poisons and has disadvantage on Wisdom (Perception) checks while wearing the mask.

Smokesight. The pyromaniac can see normally through smoke, fog, and other obscuring clouds to a distance of 240 feet.

ACTIONS

Multiattack. The pyromaniac can use its Napalm Grenade. It then makes two weapon attacks.

Fire Axe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (1d12 + 4) slashing damage. A target hit by this attack begins burning for 1 minute, so long as it is not already burning from a flamethrower or fire axe attack, and takes 4 (1d8) fire damage at the start of each of its turns.

Flamethrower. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. Hit: 13 (2d8 + 4) fire damage. A target hit by this attack begins burning for 1 minute, so long as it is not already burning from a flamethrower or fire axe attack, and takes 4 (1d8) fire damage at the start of each of its turns.

Napalm Grenade (2/Day). The pyromaniac throws a grenade at a point within 60 feet of it. Each target in a 10-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save and begins burning for 1 minute, taking 7 (2d6) fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and is not burning.

REACTIONS

Smokescreen. When the pyromaniac is hit by an attack, it can create a 10-foot-radius sphere of smoke centered on itself until the end of its next turn. The sphere spreads around corners, and its area is heavily obscured. A wind of moderate or greater speed (at least 10 miles per hour) disperses it.

PYROMANIAC

Medium humanoid (any race), any chaotic alignment

Armor Class 15 (combat vest)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +5
Damage Resistances fire
Skills Athletics +6, Intimidation +4
Senses passive Perception 11
Languages any two languages
Challenge 5 (1,800 XP)

Gas Masked. The pyromaniac is immune to inhaled toxins, diseases, and poisons and has disadvantage on Wisdom (Perception) checks while wearing the mask.

Smokesight. The pyromaniac can see normally through smoke, fog, and other obscuring clouds to a distance of 120 feet.

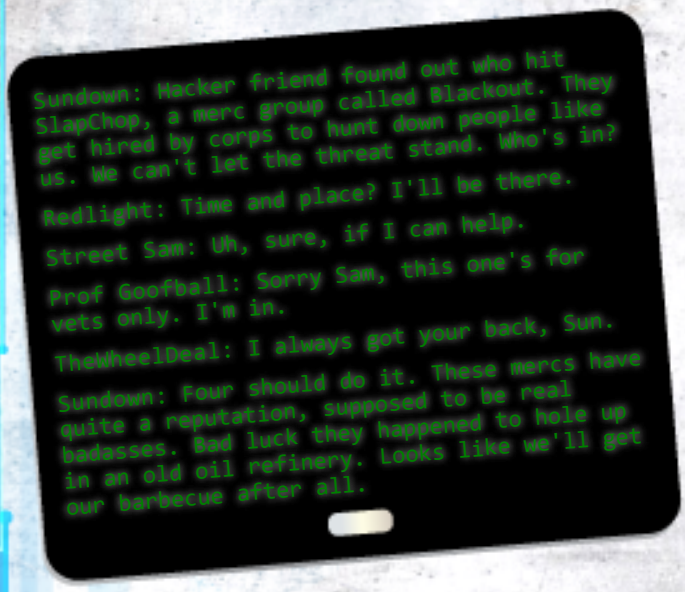
ACTIONS

Multiattack. The pyromaniac can use its Napalm Grenade. It then makes two weapon attacks.

Fire Axe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage. A target hit by this attack begins burning for 1 minute, so long as it is not already burning from a flamethrower or fire axe attack, and takes 4 (1d8) fire damage at the start of each of its turns.

Flamethrower. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 9 (2d8) fire damage. A target hit by this attack begins burning for 1 minute, so long as it is not already burning from a flamethrower or fire axe attack, and takes 4 (1d8) fire damage at the start of each of its turns.

Napalm Grenade (2/Day). The pyromaniac throws a grenade at a point within 60 feet of it. Each target in a 10-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw. A target takes 10 (3d6) fire damage on a failed save and begins burning for 1 minute, taking 3 (1d6) fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and is not burning.



WALKING INFERNO

Medium humanoid (any race), any chaotic alignment

Armor Class 17 (armored trench coat)
Hit Points 203 (27d8 + 81)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	16 (+3)	11 (+0)	16 (+3)	17 (+3)

Saving Throws Str +11, Dex +9, Con +9
Damage Immunities fire
Skills Athletics +11, Intimidation +9, Survival +9
Senses passive Perception 13
Languages any two languages
Challenge 18 (20,000 XP)

Backdraft. When the inferno is reduced to 0 hit points, it explodes. Targets within 30 feet of the inferno must succeed on a DC 19 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Gas Masked. The inferno is immune to inhaled toxins, diseases, and poisons and has disadvantage on Wisdom (Perception) checks while wearing the mask.

Immolated. As a bonus action, the inferno douses itself in fuel and lights itself on fire. When a creature or vehicle starts its turn within 5 feet of the inferno while it is on fire, it takes 10 (3d6) fire damage. A creature or vehicle that touches the inferno or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage. The fire is extinguished if a gallon of water is splashed on the inferno, or if an effect would extinguish flames in the inferno's space.

Smokesight. The inferno can see normally through smoke, fog, and other obscuring clouds to a distance of 1 mile.

ACTIONS

Multiattack. The inferno can use its Napalm Grenade. It then makes three weapon attacks.

Burning Chainsaw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage. This weapon has the automatic property. A target hit by this attack begins burning for 1 minute, so long as it is not already burning from a burning chainsaw attack, and takes 4 (1d8) fire damage at the start of each of its turns.

Flamethrower. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. Hit: 14 (2d8 + 5) fire damage. A target hit by this attack begins burning for 1 minute, so long as it is not already burning from a flamethrower or burning chainsaw attack, and takes 4 (1d8) fire damage at the start of each of its turns.

Napalm Grenade (2/Day). The inferno throws a grenade at a point within 60 feet of it. Each target in a 10-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw. A target takes 31 (9d6) fire damage on a failed save and begins burning for 1 minute, taking 10 (3d6) fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and is not burning.

REACTIONS

Smokescreen. When the inferno is hit by an attack, it can create a 10-foot-radius sphere of smoke centered on itself until the end of its next turn. The sphere spreads around corners, and its area is heavily obscured. A wind of moderate or greater speed (at least 10 miles per hour) disperses it.

RADIOACTIVE OOZE

Let this serve as a reminder to everyone to clean out their fridge on a regular basis.

The radioactive ooze is a mutation of nuclear waste in a quasi-sentient lifeform. The events necessary for this transformation to be triggered is better left to the eggheads, what you need to know is that there's a glowing slime that's probably not super great for your health to be around.

Unstable. When the radioactive ooze is affected by sudden force or trauma, the ooze will reflexively cause its own atoms to split. This process creates an explosively unstable clone of itself, whose brief but exciting life is doomed to come to an unfortunate end.

Hunger. The ooze is a short-lived specimen due to its instability, and will instinctively search out live food and other sources of energy to prolong itself. This makes it more energetic and aggressive than most of its ooze brethren.

RADIOACTIVE OOZE

Large ooze, unaligned

Armor Class 8
Hit Points 85 (10d10 + 30)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	17 (+3)	1 (-5)	11 (+0)	9 (-1)

Damage Immunities poison, radiant, thunder
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages —
Challenge 3 (700 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Glowing. The ooze sheds dim light in a 10-foot radius.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage and 14 (4d6) radiant damage. A creature hit by this attack must succeed on a DC 12 Constitution saving throw or gain one level of irradiated.

REACTIONS

Unstable Split. When the ooze takes 15 or more damage of any type except psychic damage in a single turn, it can create a clone of itself. The cloned ooze has only 10 hit points, and when it is reduced to 0 hit points, it explodes. Targets within 10 feet of the cloned ooze must succeed on a DC 13 Constitution saving throw or take 7 (2d6) radiant and 7 (2d6) thunder damage. If the clone is still alive after 1 minute, it reduces its own hit points to 0.

RADIOACTIVE TEMPLATE

Nuclear power is an infinite source of energy that is clean and safe. Until it isn't. When placed in incompetent, overly ambitious, or destructive hands, this potent tool becomes a weapon of mass destruction. The results have catastrophic and lingering effects.

Radiation can remain a hazard for years in soil and water, tainting all it touches. For most living creatures, accumulating enough radiation inevitably leads to a slow, painful death. However, this is not always the case.

Mutations caused by damage to their DNA's structure can, in some cases, cause a being to adapt to its environment. The radiation becomes an aspect of their bodies, and can have unpredictable effects on the minds and demeanors of the mutated.

Even normally placid creatures, such as deer, can exhibit erratic and frenzied behavior. For creatures predisposed toward violence, the mutation only serves to increase their hostility.

A creature gains the following characteristics when it becomes radioactive.

Condition Immunities. The radioactive creature can't be irradiated. If the creature was already immune to being poisoned, it does not gain this immunity, as it already has it.

Fallout. When another creature spends a total of 1 hour within 30 feet of the radioactive creature, it must succeed on a DC 15 Constitution saving throw or gain 1 level of irradiated, to a maximum of level 5.

RADIOACTIVE HYDRA

Huge monstrosity, unaligned

Armor Class 15 (Natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	2 (-4)	10 (+0)	7 (-2)

Condition Immunities irradiated
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 8 (3,900 XP)

Contaminate (1/Turn). When the hydra hits a creature with a melee weapon attack, it can force the target to make a DC 14 Constitution saving throw. On a failed save, the target gains one level of irradiated, to a maximum of level 5.

Fallout. When another creature spends a total of 1 hour within 30 feet of the hydra, it must succeed on a DC 15 Constitution saving throw or gain 1 level of irradiated, to a maximum of level 5.

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra Reaction that can be used only for Opportunity Attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Contaminate (1/Turn). When the radioactive creature hits a creature with a melee weapon attack, it can force the target to make a Constitution saving throw with a DC equal to 10 + half its challenge rating (minimum DC of 10). On a failed save, the target gains one level of irradiated, to a maximum of level 5.

SAMPLE RADIOACTIVE CREATURES

Here the radioactive creature template has been applied to a hydra and a zombie.

RADIOACTIVE ZOMBIE

Medium undead, unaligned

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages it knew in life but can't speak
Challenge 1/4 (50 XP)

Contaminate (1/Turn). When the zombie hits a creature with a melee weapon attack, it can force the target to make a DC 10 Constitution saving throw. On a failed save, the target gains one level of irradiated, to a maximum of level 5.

Fallout. When another creature spends a total of 1 hour within 30 feet of the zombie, it must succeed on a DC 15 Constitution saving throw or gain 1 level of irradiated, to a maximum of level 5.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

RAZORGIRLS

The threat isn't immediately apparent. Aside from the pistol bulge from the holster just barely visible under her puffy jacket, you don't see any weapons. She isn't even reaching for it as she smoothly stalks forward toward you. Still, she looks tense, like a cat ready to pounce. How adorable.

"Hey, baby, maybe you should run along home before you get yourself hurt-" is all you can get out before you feel sharp razorblades at your throat.

Stepping Razor. Razorgirls are heavily modified killers built for swift combat. Able to climb and move quickly, they are at their best when leaping from above to pounce on an unwary opponent. Their enhanced reflexes give them an edge, as if they needed it on top of their general edginess.

ELITE RAZORGIRL

Medium humanoid (any race), any alignment

Armor Class 17 (combat suit)
Hit Points 111 (17d8 + 34)
Speed 45 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	15 (+2)	14 (+2)	15 (+2)	11 (+0)

Saving Throws Dex +8, Int +5
Skills Acrobatics +8, Perception +5, Stealth +8
Senses passive Perception 15
Languages any two languages
Challenge 7 (2,900 XP)

Evasion. If the razorgirl is subjected to an effect that allows her to make a Dexterity saving throw to take only half the damage, the razorgirl instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Hidden Blades. The razorgirl's cyberclaws are hidden inside her hands until she draws them.

ACTIONS

Multiattack. The razorgirl makes three melee attacks or two ranged attacks.

Cyberclaws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage and 7 (2d6) poison damage. If the razorgirl rolls a 20 on a melee attack with the claws, she can make one additional melee weapon attack against the target.

Magnum. *Ranged Weapon Attack:* +8 to hit, range 70/280 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

Hydraulic Kick. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

REACTIONS

Uncanny Dodge. The razorgirl halves the damage that she takes from an attack that hits her. The razorgirl must be able to see the attacker.

Hydraulic Landing (Recharges on a Short or Long Rest). When the razorgirl falls, she reduces the damage from the fall to 0 and can make a hydraulic kick attack against a creature within 5 feet of her. If the attack hits, it deals its normal damage plus 1d6 for every 10 feet the razorgirl fell.

PRIME RAZORGIRL

Medium humanoid (any race), any alignment

Armor Class 18 (combat suit)
Hit Points 135 (18d8 + 54)
Speed 45 ft., climb 45 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	16 (+3)	15 (+2)	16 (+3)	12 (+1)

Saving Throws Dex +10, Con +7, Int +6
Skills Acrobatics +10, Perception +7, Stealth +10
Senses passive Perception 16
Languages any two languages
Challenge 11 (7,200 XP)

Evasion. If the razorgirl is subjected to an effect that allows her to make a Dexterity saving throw to take only half the damage, the razorgirl instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Hidden Blades. The razorgirl's cyberclaws are hidden inside her hands until she draws them.

Spiked Heels. Difficult terrain doesn't cost the razogirl extra movement and she can move up, down, and across vertical surfaces and upside down along ceilings, while leaving her hands free.

Wired Reflexes. The razorgirl can take two reactions, instead of one. When she does so, she can't take another reaction until the start of her next turn. The razorgirl also has advantage on her initiative rolls and opportunity attacks against her have disadvantage on the roll.

ACTIONS

Multiattack. The razorgirl makes three attacks.

Cyberclaws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage and 14 (4d6) poison damage. If the razorgirl rolls a 20 on a melee attack with the claws, she can make one additional melee weapon attack against the target.

Magnum. *Ranged Weapon Attack:* +10 to hit, range 70/280 ft., one target. Hit: 15 (2d8 + 6) piercing damage and 2 (1d4) cold damage.

Hydraulic Kick. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 6) bludgeoning damage.

REACTIONS

Uncanny Dodge. The razorgirl halves the damage that she takes from an attack that hits her. The razorgirl must be able to see the attacker.

Hydraulic Landing (Recharges on a Short or Long Rest). When the razorgirl falls, she reduces the damage from the fall to 0 and can make a hydraulic kick attack against a creature within 5 feet of her. If the attack hits, it deals its normal damage plus 1d6 for every 10 feet the razorgirl fell.

RAZORGIRL

Medium humanoid (any race), any alignment

Armor Class 16 (combat suit)
Hit Points 78 (12d8 + 24)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	13 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +6, Int +3
Skills Acrobatics +6, Perception +4, Stealth +6
Senses passive Perception 14
Languages any two languages
Challenge 3 (700 XP)

Evasion. If the razorgirl is subjected to an effect that allows her to make a Dexterity saving throw to take only half the damage, the razorgirl instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Hidden Blades. The razorgirl's cyberclaws are hidden inside her hands until she draws them.

ACTIONS

Multiattack. The razorgirl makes three melee attacks or two ranged attacks.

Cyberclaws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage. If the razorgirl rolls a 20 on a melee attack with the claws, she can make one additional melee weapon attack against the target.

Magnum. *Ranged Weapon Attack:* +6 to hit, range 70/280 ft., one target. Hit: 9 (2d8) piercing damage.

REACTIONS

Uncanny Dodge. The razorgirl halves the damage that she takes from an attack that hits her. The razorgirl must be able to see the attacker.

REPORTER

The world is filled to the breaking point with corrupt politicians, greedy and heartless corporations, and people struggling to survive. In a society constantly vying to bring your attention to the latest hot trend or spicy gossip, these stories are lost to the whirlwind.

The only hope of shedding light on the injustices of the world comes from that most noble of informer: the reporter. Focused on getting the biggest scoop yet, the reporter is the last bastion of investigative journalism.

Multifaceted. Or, more accurately, the game-streaming reporter, or celebrity reporter, or erotic reporter. After all, nobody will tune in to watch a reporter consistently for the occasional news bomb. That's a lot of dead air, and the viewers, with their goldfish memories, will forget someone exists if they aren't consistently relevant in their lives. Supplementing their reporting with additional revenue is necessary if the reporter wants to be able to consistently afford things like rent and food.

REPORTER

Medium humanoid (any race), any non-lawful alignment

Armor Class 13 (steelcloth)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	16 (+3)	13 (+1)	17 (+3)

Saving Throws Dex +4
Skills Acrobatics +4, Insight +3, Investigation +5, Perception +3, Performance +7, Stealth +4
Senses passive Perception 13
Languages any three languages
Challenge 1/2 (100 XP)

Sense-Log. The reporter can record what it sees, hears, and feels, and offload the recorded data to machines through its datajack port or wirelessly.

ACTIONS

Multiattack. The reporter makes two weapon attacks.

Stun Gun. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) lightning damage.

Pistol. *Ranged Weapon Attack:* +4 to hit, range 70/280 ft., one target. Hit: 5 (2d4) piercing damage.

Pepper Spray (2/Day). The reporter sprays a can of stinging fluid at a creature up to 10 feet away. The target must succeed on a DC 10 Constitution saving throw or be blinded for 3 rounds. At the end of each of its turns, the target can repeat the saving throw. On a successful save, the blindness ends.

REACTIONS

Uncanny Dodge. The reporter halves the damage that it takes from an attack that hits it. The reporter must be able to see the attacker.

ROCKER

It's not easy job, getting on stage and rocking your heart out. It's not easy to rail against the man and everything He stands for. It's not easy to wade through a sea of drugs and horny groupies. No, it's not an easy job, but someone has to do it.

People say you should probably have stopped touring decades ago, but that's bullshit. You're reaching new peaks, your music has finally hit its stride again, and you really have to pay off that mountain of debt somehow.

Merchandiser. The rocker is an iconic punk who uses music to communicate their discontent with the establishment, and also to sell as many albums and t-shirts as possible. What do you mean nobody uses vinyl anymore, and hasn't for a century?

ROCKER

Medium humanoid (any race), any alignment

Armor Class 14 (combat suit)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	16 (+3)

Saving Throws Cha +5
Skills Intimidation +5, Performance +5
Senses passive Perception 10
Languages any two languages
Challenge 3 (700 XP)

Radical Shout. The rocker can use a bonus action to shout at one creature within 30 feet of it. The creature must make a DC 13 Constitution saving throw or be pushed 10 feet away and become frightened of the rocker until the end of the rocker's next turn.

Spellcasting. The rocker is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): friends, knack, vicious mockery
1st level (4 slots): bane, charm person, heroism, thunderwave
2nd level (3 slots): enhance ability, knock, shatter

ACTIONS

Combat Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 2) piercing damage.

Submachine Gun. *Ranged Weapon Attack:* +5 to hit, range 50/200 ft., one target. Hit: 7 (2d6) piercing damage. This weapon has the automatic and burst-fire properties.

ROCKETMAN

Medium humanoid (any race), any alignment

Armor Class 17 (heavy tactical suit)
Hit Points 143 (19d8 + 57)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	9 (-1)	14 (+2)	15 (+2)

Saving Throws Str +7, Dex +5
Skills Athletics +7, Perception +3, Technology +5
Senses passive Perception 13
Languages any two languages
Challenge 6 (2,300 XP)

Guided Missiles. When the rocketman attacks with its rocket launcher, it can choose a point it can see within 120 feet of it, and fire a rocket at that point. When the rocket arrives, the rocketman momentarily gains sight from its location. Immediately after, the rocketman can redirect the rocket to make a rocket launcher attack against a target the rocketman can see within 120 feet of the rocket's location. The rocketman does not have advantage on the attack roll due to the target not being able to see it.

Integrated Weapons. The rocketman's weapons are integrated into its body, and are concealed when not drawn. The rocketman cannot be disarmed of its weapons, but its weapons can be destroyed or disabled.

Internal Factory. The rocketman's body is designed to produce and load rockets, allowing the rocketman to reload its rocket launcher (no action required). If the rocketman is hit by a critical hit, it explodes, forcing targets within 20 feet of it (rocketman included) to make a DC 14 Dexterity saving throw. On a failed save, the target takes 14 (4d6) thunder damage, or half as much damage on a successful one.

ACTIONS

Multiattack. The rocketman makes two weapon attacks.

Rocket Butt. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

Rocket Launcher. *Ranged Weapon Attack:* +7 to hit, range 120/480 ft., one target. Hit: 11 (2d6 + 4) piercing damage and 7 (2d6) thunder damage. This weapon has the blast property.

ROCKETMAN

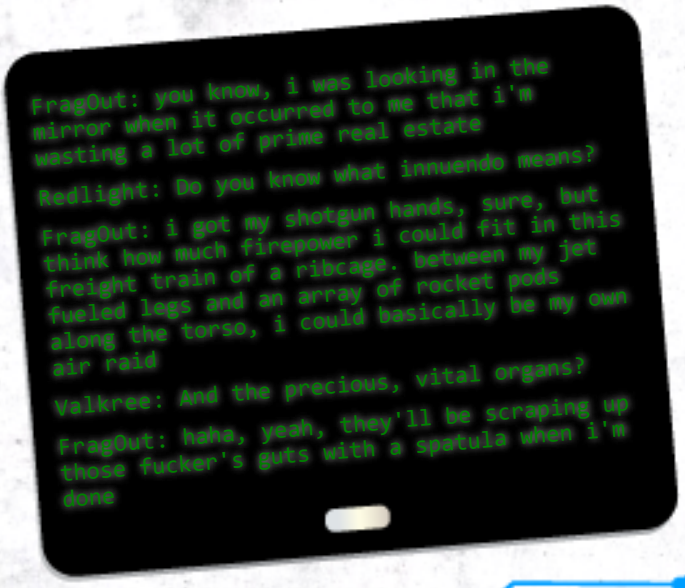
Burning out his fuse up here alone...

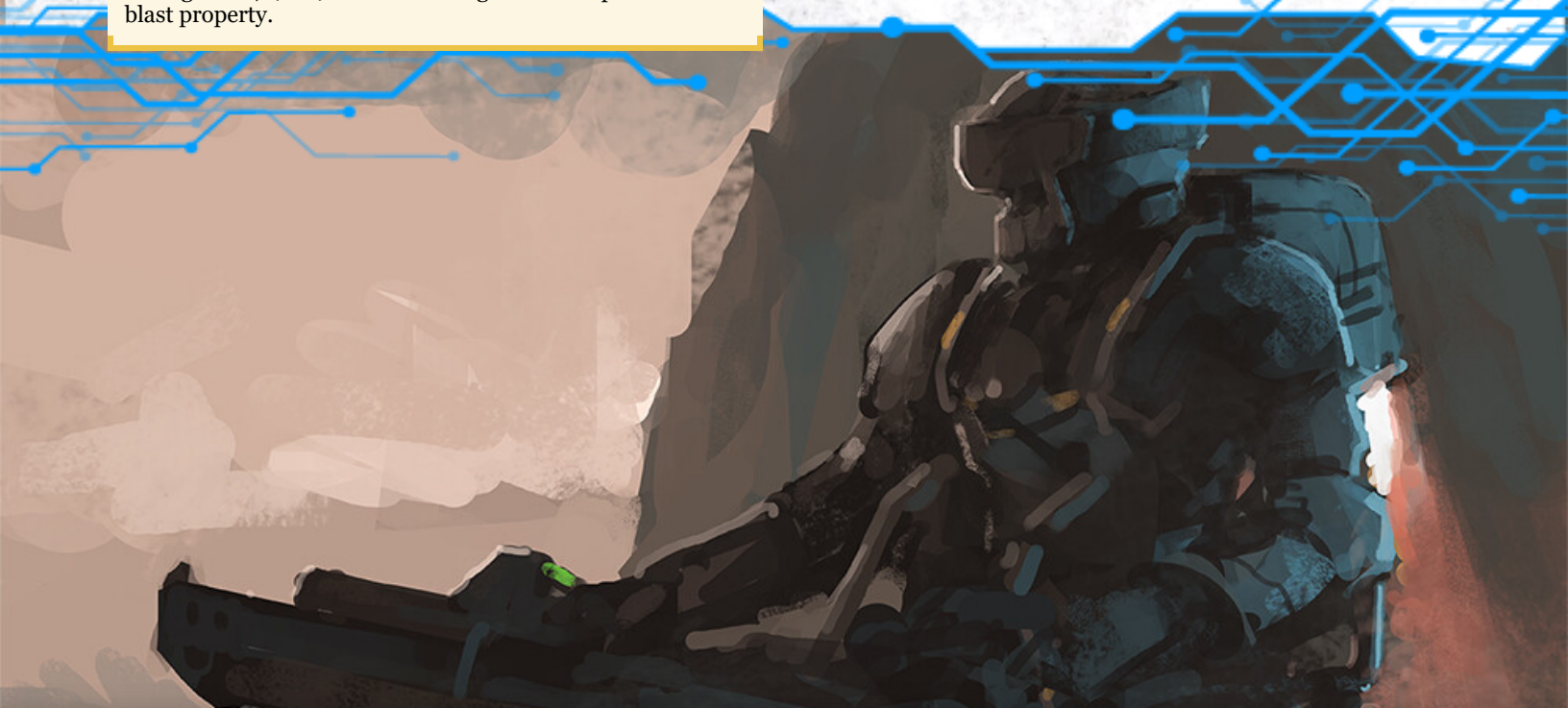
It takes some real guts to attach so much rocket fuel and explosive material to your body. Or maybe a thorough lack of risk analysis and self reflection.

The rocketman is a beautiful combination of aerospace engineering and cybernetic alterations. Jets are integrated into the rocketman's body, along with cooling ducts to allow for air flow to deal with the tremendous amount of heat the body is putting out. More incredible still, the body houses an internal warehouse for rocket casings and explosive material. This means that the rocketman's integrated rocket launcher is never wanting for ammunition, since the body can produce rockets faster than the launcher can fire them.

Firework. Of course, storing too many internal compartments of explosives is dangerous business. A lucky hit could cause one of the compartments to rupture and blast a hole in the side of the rocketman. Still, no guts, no glory, right?

Alright, it's definitely a lack of risk analysis.





ROCKSTAR

The fog begins rolling forth, cascading over the stage. The spotlights swirl, searching through the fog. Eventually they converge, finding a lone silhouette, shadowy against the backlit fog. The fog begins to curl away, revealing the rockstar, their stunning pink mohawk and spiked black leather jacket proudly on display.

It's then that the opening notes begin to play as the rest of the band emerges from the fog with their instruments in hand. The rockstar steps up to microphone, filling their lungs and ready to unleash hell.

The crowd goes wild.

Shining Star. The rockstar is a force of nature, a being of music and energy that defies societal norms. Where other norm-breakers are shunned, the rockstar finds acceptance among their audience for the audacity of their message.

Tempest. The rockstar exists in the eye of the storm of sex, drugs, and drama. It's expected that over the course of a rockstar's career, they will break up their band over an argument, descend into addiction, rise up from rock bottom, regather the band, and then go on a whirlwind reunion tour. From there, it's rinse and repeat.

VARIANT: MUSICIANS

The rockstar is the archetypal rebellious punk of a cyberpunk society. However, many such genre defining icons were more indicative of previous generations, when rock music seen was as more anti-establishment than it is today.

Of course, there's no reason that the DM can't flavor the rockstar or rocker to be any other type of musician. The statistics can be applied to anything from pop stars, to electronic music DJs, to boy bands, and beyond.

ROCKSTAR

Medium humanoid (any race), any alignment

Armor Class 15 (combat suit)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	15 (+2)	11 (+0)	13 (+1)	19 (+4)

Saving Throws Dex +6, Cha +7
Skills Acrobatics +6, Intimidation +7, Performance +10
Senses passive Perception 11
Languages any two languages
Challenge 5 (1,800 XP)

Rebellious Aura. Creatures of the rocker's choice within 30 feet of it have advantage on saving throws against being charmed or frightened.

Riot. The rockstar can use a bonus action to choose up to three creatures that it can see within 90 feet of it. Each creature must use its reaction to make one weapon attack against a target of the rockstar's choice. If the creature is unwilling, it must make a DC 13 Wisdom saving throw. On a successful save, the creature is unaffected.

Spellcasting. The rockstar is an 8th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following bard spells prepared:

Cantrips (at will): friends, knack, vicious mockery
1st level (4 slots): charm person, heroism, thunderwave
2nd level (3 slots): enhance ability, shatter, suggestion
3rd level (3 slots): dispel magic, fear, major image
4th level (2 slot): confusion, freedom of movement

ACTIONS

Multiattack. The rockstar makes two weapon attacks.

Axe *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Assault Rifle. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 7 (2d6) piercing damage. This weapon has the automatic and burst-fire properties.

SAMURAI

Street bushido is a proud tradition amongst the samurai who practice it. It consists of a number of codes, practices, and philosophies. Such codes include the art of self-discipline, rules for honorable duels, showing respect to allies and enemies alike, not having loud conversations on your smartphone in public, and not blocking, like, the whole fucking aisle with your cart in a grocery store.

Proud Lineage. The heritage of street bushido stretches back for generations, and has created its own subculture of diligent street samurai. They each follow the codes as a way of life, keeping in line those samurai who bring dishonor on themselves.

All this is to say that street bushido is a very real thing, and definitely not completely made up.

ELITE SAMURAI

Medium humanoid (any race), any alignment

Armor Class 16 (armored jacket)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	11 (+0)	14 (+2)	16(+3)

Saving Throws Str +7, Con +6
Skills Athletics +7, Insight +5, Perception +5
Senses passive Perception 15
Languages any two languages
Challenge 6 (2,300 XP)

Aggressive. As a bonus action, the samurai can move up to its speed toward a hostile creature that it can see.

Internal Battery (2/Day). When the samurai hits a creature with a melee attack, it can deal an additional 10 (3d6) lightning damage. If the samurai takes lightning damage, it regains a use of this ability.

Unsheathe. The first time the samurai draws its weapons in combat, it has advantage on melee weapon attacks until the end of its turn.

ACTIONS

Multiattack. The samurai makes two melee attacks.

Dual Katanas. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) slashing damage. This attack deals half damage if only a single katana is used.

Reflected Missile. *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. Hit: 10 (1d10 + 5) piercing damage. This attack can only be taken as part of the reflect missile reaction.

REACTIONS

Reflect Missile. When this creature is hit by a ranged weapon, it can reduce the damage by 4d10. If this reduces the damage to 0, this creature can immediately make a reflected missile attack.

PRIME SAMURAI

Medium humanoid (any race), any alignment

Armor Class 17 (armored trench coat)
Hit Points 178 (21d8 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	12 (+1)	15 (+2)	17(+3)

Saving Throws Str +10, Con +8
Skills Athletics +10, Insight +6, Perception +6
Senses passive Perception 16
Languages any two languages
Challenge 10 (5,900 XP)

Aggressive. As a bonus action, the samurai can move up to its speed toward a hostile creature that it can see.

Honorable Duel (2/Day). As a bonus action, the samurai can challenge a creature within 30 feet of it to an honorable duel. The target must succeed on a DC 15 Wisdom saving throw or be under the effect of the compelled duel spell for 1 minute. A creature can willingly fail this save, and the spell does not require the samurai's concentration.

Internal Battery (4/Day). When the samurai hits a creature with a melee attack, it can deal an additional 17 (5d6) lightning damage. If the samurai takes lightning damage, it regains a use of this ability.

Unsheathe. The first time the samurai draws its weapons in combat, it has advantage on melee weapon attacks until the end of its turn.

ACTIONS

Multiattack. The samurai makes two melee attacks.

Dual Katanas. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 23 (2d10 + 12) slashing damage. This attack deals half damage if only a single katana is used.

Reflected Missile. *Ranged Weapon Attack:* +10 to hit, range 40/120 ft., one target. Hit: 13 (2d6 + 6) piercing damage. This attack can only be taken as part of the reflect missile reaction.

REACTIONS

Reflect Missile. When this creature is hit by a ranged weapon, it can reduce the damage by 6d10. If this reduces the damage to 0, this creature can immediately make a reflected missile attack.

STREET SAMURAI

Medium humanoid (any race), any alignment

Armor Class 15 (combat vest)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	15 (+2)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Str +6
Skills Athletics +6, Insight +3, Perception +3
Senses passive Perception 13
Languages any two languages
Challenge 3 (700 XP)

Aggressive. As a bonus action, the samurai can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The samurai makes two melee attacks.

Katana. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Reflected Missile. *Ranged Weapon Attack:* +6 to hit, range 40/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage. This attack can only be taken as part of the reflect missile reaction.

REACTIONS

Reflect Missile. When this creature is hit by a ranged weapon, it can reduce the damage by 2d10. If this reduces the damage to 0, this creature can immediately make a reflected missile attack.

SECURITY FORCES

Wealthy corporations have a lot to protect. From physical assets like robotic factories, to proprietary data, to important personnel, to the very buildings and workspaces that compose a corporation's offices, there's no shortage of potentially vulnerable targets. To stop every competitor from throwing a wrench into their gears, corporations hire armies of armed security officers to protect these assets with lethal force, if necessary.

Essentially this makes corp security officers the hapless frontline grunts of the corporate wars. Executives have no problem with sending these extremely expendable forces, one by one, into the whirling blades of a cybered-up samurai. After all, who cares if one, or ten, or a hundred guards get splattered? All that changes is a name in a database, and the paycheck of the recently deceased gets forwarded to the next new recruit.

ELITE SECURITY FORCES

The well-trained and armed elite security forces are a different matter. Having survived numerous deadly ordeals in the lower ranks of security, these competent individuals have distinguished themselves from the expendable herd and been promoted into the upper echelons of security.

These elites are trusted and loyal employees, placed into positions guarding a corporation's most critical assets. Typically, teams of elite security forces are assigned to guard members of the board of executives, top secret facilities, and other targets the corporation deems essential to its own survival.

CORPORATE SECURITY CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 14 (security armor)
Hit Points 98 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	15 (+2)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Str +6, Dex +5
Skills Athletics +6, Insight +5, Intimidation +4, Perception +5
Senses passive Perception 15
Languages any two languages
Challenge 4 (1,100 XP)

Commanding Role. When other creatures of the captain's choice within 30 feet of the captain make an attack roll or a saving throw, the creature can roll a d4 and add the number to the attack roll or saving throw. The creature must be able to see or hear the captain to gain this benefit.

Explosive (1/Day). Roll a d6 to see what explosive the captain has. On a 1, 2, or 3, it's a tier 1 fragmentation grenade. On a 4 or 5, it's a tier 1 flashbang. On a 6, it's a smoke grenade.

ACTIONS

Multiattack. The captain makes two weapon attacks.

Shock Baton. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) lightning damage. A creature reduced to 0 hit points by this weapon falls unconscious and is stable.

Assault Rifle. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 7 (2d6) piercing damage. This weapon has the automatic and burst-fire properties.

CORPORATE SECURITY OFFICER

Medium humanoid (any race), any alignment

Armor Class 14 (security armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Str +5
Skills Athletics +5, Insight +4, Perception +4
Senses passive Perception 14
Languages any two languages
Challenge 2 (450 XP)

Explosive (1/Day). Roll a d6 to see what explosive the officer has. On a 1, 2, or 3, it's a tier 1 fragmentation grenade. On a 4 or 5, it's a tier 1 flashbang. On a 6, it's a smoke grenade.

ACTIONS

Multiattack. The officer makes two weapon attacks.

Shock Baton. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) lightning damage. A creature reduced to 0 hit points by this weapon falls unconscious and is stable.

Assault Rifle. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. Hit: 7 (2d6) piercing damage. This weapon has the automatic and burst-fire properties.

ELITE SECURITY CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 16 (shock armor)
Hit Points 128 (17d8 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	11 (+0)	16 (+3)	14 (+2)

Saving Throws Str +8, Dex +6
Skills Athletics +8, Insight +6, Intimidation +5, Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages any two languages
Challenge 8 (3,900 XP)

Commanding Role. When other creatures of the captain's choice within 30 feet of the captain make an attack roll or a saving throw, the creature can roll a d4 and add the number to the attack roll or saving throw. The creature must be able to see or hear the captain to gain this benefit.

Explosive (1/Day). Roll a d6 to see what explosive the captain has. On a 1, 2, or 3, it's a tier 2 fragmentation grenade. On a 4 or 5, it's a tier 2 flashbang. On a 6, it's a smoke grenade.

Sensory Enhancement. The officer has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The captain makes two melee attacks or three ranged attacks.

Combat Knife. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 14 (4d6) poison damage.

Light Machine Gun. *Ranged Weapon Attack:* +8 to hit, range 100/400 ft., one target. Hit: 14 (2d8 + 5) piercing damage plus 2 (1d4) lightning damage. This weapon has the automatic property.

REACTIONS

Reactive Plating (Recharges after a Short or Long Rest). When the captain takes damage of a type other than psychic damage, it gains resistance to the damage type for 1 minute.

ELITE SECURITY OFFICER

Medium humanoid (any race), any alignment

Armor Class 16 (shock armor)
Hit Points 113 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	15 (+2)	11 (+0)

Saving Throws Str +7, Dex +5
Skills Athletics +7, Insight +5, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages any two languages
Challenge 6 (2,300 XP)

Explosive (1/Day). Roll a d6 to see what explosive the officer has. On a 1, 2, or 3, it's a tier 2 fragmentation grenade. On a 4 or 5, it's a tier 2 flashbang. On a 6, it's a smoke grenade.

Sensory Enhancement. The officer has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The officer makes two melee attacks or three ranged attacks.

Combat Knife. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage plus 14 (4d6) poison damage.

Light Machine Gun. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 2 (1d4) lightning damage. This weapon has the automatic property.

REACTIONS

Reactive Plating (Recharges after a Short or Long Rest). When the officer takes damage of a type other than psychic damage, it gains resistance to the damage type for 1 minute.

SNIPERS

Precision is the key. So many people wander through their lives in a sleep-deprived, drug-addled haze. They get up, miss numerous patches when shaving, sloppily weave through traffic on the way to work, meander aimlessly through their day, miss their highway exit on the way home, and fall asleep, same as the day before. Hell, they probably can't even piss straight.

Professionals. The way of the sniper is more elegant, a refined approach to murder that is cleaner and less personal, and unlikely to result in a dry cleaning bill for bloodstains. Life is far more manageable when you view everything through a scope, almost like watching a nature documentary.

Deadeye. Not all snipers are created equal, it takes a combination of talented, steady hands, and a cool disposition to make a good sniper. The best snipers in the world can fire a shot that guides a bullet through a plate glass window, between a stripper's cybernetically enhanced, wobbling breasts, and straight into the forehead of the VIP.

Don't take my word for it, there are anime documentaries about the whole thing.

ELITE SNIPER

Medium humanoid (any race), any alignment

Armor Class 17 (combat suit)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	13 (+1)	15 (+2)	10 (+0)

Saving Throws Dex +8, Int +4
Skills Acrobatics +8, Perception +5, Stealth +8
Senses passive Perception 15
Languages any two languages
Challenge 6 (2,300 XP)

Chameleon Skin. As an action, the sniper can turn invisible. The invisibility ends if the sniper attacks, or if it takes damage.

Marksman. The sniper does not have disadvantage on ranged weapon attack rolls while prone, and its ranged weapon attacks ignore half cover and three-quarters cover.

Steady Aim (1/Turn). The sniper can deal an extra 21 (6d6) damage when it hits a target with a ranged weapon attack.

ACTIONS

Multiattack. The sniper makes two weapon attacks.

Combat Knife. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 7 (1d4 + 5) piercing damage.

Sniper Rifle. *Ranged Weapon Attack:* +8 to hit, range 200/800 ft., one target. Hit: 15 (4d4 + 5) piercing damage and 2 (1d4) lightning damage. This weapon has the scoped property.

Overwatch. The sniper locks down a section of the battlefield with suppressing fire. Define a 20-foot cube within sight of the sniper. When a target the sniper can see enters or moves within the area for the first time on a turn, the sniper can make a ranged weapon attack against it with a firearm, so long as it is in range.

PRIME SNIPER

Medium humanoid (any race), any alignment

Armor Class 18 (combat suit)
Hit Points 98 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	15 (+2)	14 (+2)	16 (+3)	11 (+0)

Saving Throws Dex +10, Int +6, Wis +7
Skills Acrobatics +10, Perception +7, Stealth +10
Senses passive Perception 17
Languages any two languages
Challenge 10 (5,900 XP)

Chameleon Skin v2. As a bonus action, the sniper can turn invisible. The invisibility ends if the sniper takes damage.

Headshot. Any hit the sniper scores against a surprised creature is a critical hit.

Marksman. The sniper does not have disadvantage on ranged weapon attack rolls while prone, and its ranged weapon attacks ignore half cover and three-quarters cover.

Steady Aim (1/Turn). The sniper can deal an extra 28 (8d6) damage when it hits a target with a ranged weapon attack.

ACTIONS

Multiattack. The sniper makes two weapon attacks.

Combat Knife. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 8 (1d4 + 6) piercing damage.

Sniper Rifle. *Ranged Weapon Attack:* +10 to hit, range 200/800 ft., one target. Hit: 16 (4d4 + 6) piercing damage and 2 (1d4) lightning damage. This weapon has the scoped property.

Overwatch. The sniper locks down a section of the battlefield with suppressing fire. Define a 20-foot cube within sight of the sniper. When a target the sniper can see enters or moves within the area for the first time on a turn, the sniper can make a ranged weapon attack against it with a firearm, so long as it is in range.

SNIPER

Medium humanoid (any race), any alignment

Armor Class 16 (combat suit)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	13 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +6
Skills Acrobatics +6, Perception +4, Stealth +6
Senses passive Perception 14
Languages any two languages
Challenge 3 (700 XP)

Marksman. The sniper does not have disadvantage on ranged weapon attack rolls while prone, and its ranged weapon attacks ignore half cover and three-quarters cover.

Steady Aim (1/Turn). The sniper can deal an extra 14 (4d6) damage when it hits a target with a ranged weapon attack.

ACTIONS

Multiattack. The sniper makes two weapon attacks.

Combat Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Sniper Rifle. *Ranged Weapon Attack:* +6 to hit, range 200/800 ft., one target. Hit: 10 (4d4) piercing damage. This weapon has the scoped property.

Overwatch. The sniper locks down a section of the battlefield with suppressing fire. Define a 20-foot cube within sight of the sniper. When a target the sniper can see enters or moves within the area for the first time on a turn, the sniper can make a ranged weapon attack against it with a firearm, so long as it is in range.

STREET CRIMINALS

When the choice is between whiling away endless hours as a wage slave under an asshole supervisor or taking life by the balls and squeezing, it's an easy choice for some. The streets are crawling with criminals, thugs, and gangsters, all struggling to hit the big time.

Many don't survive for long, getting themselves in way over their head in drugs, street wars, and constantly escalating criminal scores. Those savvy criminals that do survive may be able to carve themselves some turf where they can rule like shitheap kings. At least, until a bigger fish comes along and swallows them up.

BIKER PUNK

The roar of the motorcycles drowns out any other noise as gangs of these biker punks race down the street. Armed with an automatic pistol and heavy chains, these hooting and hollering gangs have abandoned all sense of self preservation for the thrill of speed and blood.

BULLY

These thugs might be the alpha dogs of their ramshackle hovels, but they're not bright enough to avoid trying their intimidation tactics against some cybered-up badass.

BIKER PUNK

Medium humanoid (any race), any non-lawful alignment

Armor Class 13 (steelcloth)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Acrobatics +4, Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

ACTIONS

Multiattack. The punk makes two attacks with its heavy chain or machine pistol, or one bola attack.

Heavy Chain. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Machine Pistol. *Ranged Weapon Attack:* +4 to hit, range 50/200 ft., one target. Hit: 5 (2d4) piercing damage. This weapon has the automatic property.

Bola. *Ranged Weapon Attack:* +4 to hit, reach 40/120 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a bola, ending the effect on a success. Dealing 5 slashing damage to the bola (AC 10) frees the target without harming it and destroys the bola.

BULLY

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (steelcloth)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	9 (-1)	8 (-1)	12 (+1)

Senses passive Perception 9
Languages any one language (usually Common)
Challenge 1/4 (50 XP)

Pack Tactics. The bully has advantage on an attack roll against a creature if at least one of the bully's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Rusty Pipe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Pistol. *Ranged Weapon Attack:* +3 to hit, range 70/280 ft., one target. Hit: 5 (2d4) piercing damage.

ENFORCER

Medium humanoid (any race), any non-lawful alignment

Armor Class 14 (street armor)
Hit Points 53 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Str +4, Con +5
Skills Athletics +4, Insight +3, Intimidation +3
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 1 (200 XP)

Muse (1/Hour). The enforcer can consume muse as a bonus action, gaining 8 temporary hit points and adding 1d4 to Constitution checks and Constitution saving throws for 1 hour.

ACTIONS

Multiattack. The enforcer makes two weapon attacks.

Double-Barreled Shotgun. *Ranged Weapon Attack:* +4 to hit, reach 60/180 ft., one target. Hit: 10 (4d4) piercing damage. This weapon has the scatter property.

Magnum. *Ranged Weapon Attack:* +4 to hit, range 70/280 ft., one target. Hit: 9 (2d8) piercing damage.

REACTIONS

Vengeful Kick. After a creature makes an attack against the enforcer within 5 feet, the creature must succeed on a DC 12 Strength saving throw or be knocked prone.

GANGSTER

Medium humanoid (any race), any non-lawful alignment

Armor Class 13 (steelcloth)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	13 (+1)

Skills Athletics +4, Intimidation +3
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Muse (1/Hour). The gangster can consume muse as a bonus action, gaining 6 temporary hit points and adding 1d4 to Constitution checks and Constitution saving throws for 1 hour.

ACTIONS

Multiattack. The gangster makes two weapon attacks.

Spiked Bat. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

Revolver. *Ranged Weapon Attack:* +4 to hit, range 70/280 ft., one target. Hit: 7 (2d6) piercing damage.

ENFORCER

The enforcer is the backbone of any gang big enough to need to start enforcing discipline amongst its ranks. When the average thug steps out of line, or some outsider roughs up a few of the crew, the enforcer is there to step in and brutally correct the situation.

GANGSTER

The rank and file of any gang worth its salt. These gangsters bear a resemblance to peacocks in the way they show off vibrant colors with LED tattoos and flamboyant hairstyles. They dress 'stylishly' in the best threads they can buy or steal, cut to show off their drug-enhanced muscles.

GANGSTER BOSS

Medium humanoid (any race), any non-lawful alignment

Armor Class 14 (street armor)
Hit Points 53 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	17 (+3)	16 (+3)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Str +4, Dex +5
Skills Athletics +4, Intimidation +4
Senses passive Perception 12
Languages any two languages
Challenge 2 (450 XP)

Muse (1/Hour). The boss can consume muse as a bonus action, gaining 8 temporary hit points and adding 1d4 to Constitution checks and Constitution saving throws for 1 hour.

ACTIONS

Multiattack. The boss makes two weapon attacks.

Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Magnum. *Ranged Weapon Attack:* +5 to hit, range 70/280 ft., one target. Hit: 12 (2d8 + 3) piercing damage.

REACTIONS

Slippery Bastard. When a creature makes an attack against the boss, the boss can move up to half its movement speed. This movement does not provoke opportunity attacks.

GANGSTER KING

Medium humanoid (any race), any non-lawful alignment

Armor Class 16 (armored jacket)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	17 (+3)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Str +5, Con +5, Wis +4
Skills Athletics +5, Insight +4, Intimidation +4
Senses passive Perception 12
Languages any two languages
Challenge 4 (1100 XP)

Compel Underling. As a bonus action, the king commands one ally it can see within 30 feet of it. The ally gains advantage on all attacks it makes, and all attacks against the ally have advantage, until the end of the king's next turn.

Muse (1/Hour). The boss can consume muse as a bonus action, gaining 12 temporary hit points and adding 1d4 to Constitution checks and Constitution saving throws for 1 hour.

ACTIONS

Multiattack. The king makes two weapon attacks.

Sledgehammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage.

Light Machine Gun. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. Hit: 12 (2d8 + 3) piercing damage. This weapon has the automatic property.

Fragmentation Grenade (3/Day). The king throws a grenade at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw. A creature takes 7 (2d6) piercing damage and 7 (2d6) thunder damage on a failed save, or half as much damage on a successful one.

REACTIONS

Hell to Pay. When a creature makes an attack against the boss, the creature must make a DC 13 Wisdom saving throw or be frightened until the end of its next turn.

GANGSTER BOSS

Whether they're leading a crew of biker punks, or a gang of street toughs, or just a very flamboyant group of armed strippers, the gangster boss is seen as the leader of the pack. In some cases, they may find their position is nothing more than middle management under the authority of the local gangster king.

GANGSTER KING

At the heights that street scum can hope to reach, the gangster king reigns as supreme despot over their kingdom. Grander in name than reality, their kingdom is usually just the turf they can scrape together, stretching only as far as the edge of the slums.

GOON

Medium humanoid (any race), any non-lawful alignment

Armor Class 11
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	9 (-1)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

ACTIONS

Jagged Shiv. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Pistol. *Ranged Weapon Attack:* +3 to hit, range 70/280 ft., one target. Hit: 5 (2d4) piercing damage.

GOON

The losers of the cyberpunk world, goons are the sycophants that latch themselves onto whatever strong personality comes along. In media, they're the background decoration that sneers and laughs at the main character during dialog exchanges between more important characters, usually in the brief moments before the goons die.

ROAD RAIDER

Tough street warriors that have survived for long enough to qualify as veterans. Experienced in vehicular combat, the road raider feels most at home above the speed limit. They know that they aren't long for this world, and when their ticket is punched, they're determined not to go down without raising hell.

ROAD RAIDER

Medium humanoid (any race), any non-lawful alignment

Armor Class 14 (street armor)
Hit Points 53 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Saving Throws Str +5, Con +5
Skills Acrobatics +5, Athletics +5
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

Ride or Die. The raider has advantage on checks and saving throws to avoid being pushed from its vehicle or knocked prone.

ACTIONS

Multiattack. The raider makes two weapon attacks.

Long Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Micro SMG. *Ranged Weapon Attack:* +5 to hit, range 50/200 ft., one target. Hit: 7 (2d6) piercing damage. This weapon has the automatic property.

REACTIONS

Last Ride. When the road raider or a vehicle it is driving is reduced to 0 hit points, the road raider can have the vehicle it is driving move up to half of its speed. The vehicle then explodes as if reduced to 0 hit points.

STREET SHAMAN

Medium humanoid (any race), any alignment

Armor Class 16 (armored trench coat)
Hit Points 99 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	17 (+3)	15 (+2)

Saving Throws Con +6, Wis +6
Skills Arcana +4, Insight +6, Perception +6, Religion +4
Senses passive Perception 16
Languages any three languages
Challenge 7 (2,900 XP)

Spellcasting. The street shaman is an 12th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): control flames, mending, produce flames, thunderclap
1st level (4 slots): absorb elements, cure wounds, detect magic, spectral barricade
2nd level (3 slots): locate object, spiritual weapon
3rd level (3 slots): camouflage vehicle, summon vehicle
4th level (3 slot): find the road, reconstruct vehicle
5th level (2 slots): commune with nature, greater restoration, haywire
6th level (1 slot): awaken vehicle, heal

Wheel-Saint. Vehicles the shaman is driving have advantage on ability checks and saving throws.

ACTIONS

Multiattack. The shaman makes two weapon attacks.

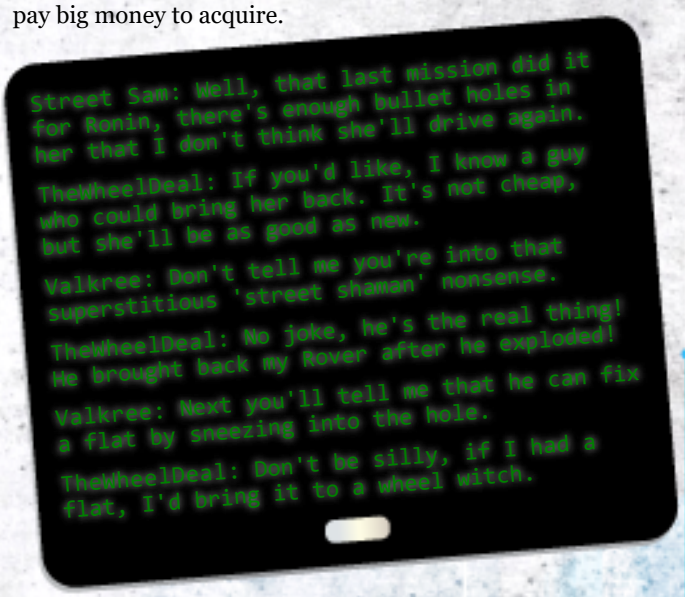
Tire Iron. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage and 9 (2d8) thunder damage.

Magnum. *Ranged Weapon Attack:* +6 to hit, range 70/280 ft., one target. Hit: 9 (2d8) piercing damage and 9 (2d8) thunder damage.

STREET SHAMAN

The street shaman is an urban mystery, an enigma wrapped in shadow that defies the bright neon lights. They also smell like motor oil and exhaust fumes, no matter how many times they put their grim shrouds through the wash.

Urban Mystery. The street shaman shares a primal connection with the city, hearing its pulse as its veins thrum with non-stop traffic. They wield strange powers, performing shamanic services that the superstitious and desperate will pay big money to acquire.



Collision Course (Recharge 5-6). The shaman embodies the spirit of a burning motorcycle, moving up to 80 feet in a straight line, and can move through the space of any creature or vehicle, but must end this action in an empty space. If the shaman enters a creature's or vehicle's space during this movement, the target must make a DC 14 Dexterity saving throw. On a failure, the target takes 18 (4d8) bludgeoning damage and 18 (4d8) fire damage.

SWARM OF MONKEYS

Captured or bred for captivity, these monkeys are kept as test subjects for all manner of dubious experiments. While scientists would love to perform these tests on humanoids, monkeys require less paperwork.

Wild Side. Being subjected to extremely close confinement and mistreatment is enough to drive these monkeys into a wild rage, attacking and tearing apart the nearest non-monkey they see. Because of this, it's important to ensure that the containment units they are placed into do not fail under any circumstances.

VARIANT: MONKEY SWARMS

The monkeys are subjected to all manner of experiments, some more esoteric than others. These may result in strange abilities, which can be used as variant traits for the swarm of monkeys. These variants may effect the CR of the swarm.

Biting Nightmares. While in darkness or dim light, the swarm is invisible.

Corrosive Blood. When the swarm takes damage of any type other than psychic, each target within 5 feet of the swarm takes 4 (1d8) poison damage.

Pyschic Terrors. Each creature that starts its turn within 10 feet of the swarm must succeed on a DC 12 Wisdom saving throw or take 10 (3d6) damage and be frightened until the end of the swarms next turn.

Warp Beasts. As a bonus action, the monkeys can teleport up to 30 feet to an unoccupied space it can see.

SWARM OF MONKEYS

Large swarm of tiny beasts, unaligned

Armor Class 13
Hit Points 59 (9d10 + 9)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	4 (-3)	12 (+1)	7 (-2)

Skills Acrobatics +5, Perception +3, Sleight of Hand +5
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 11
Languages —
Challenge 3 (700 XP)

Pilfer. As a bonus action, the swarm makes a Dexterity (Sleight of Hand) check against the passive Perception of a creature within the swarm's space. On a success a tiny item is stolen and, if possible, immediately used.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny monkey. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Monkey Bites (swarm has more than half HP). *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. Hit: 21 (6d6) piercing damage, or 10 (3d6) piercing damage if the swarm has half of its hit points or fewer.

TECHNOMANCERS

Whether you like it or not, technology is an inescapable part of our lives. Ask yourself, when was the last time you entered a room without a machine or gadget in it? If you, like most folks, have a smartphone in your pocket or a datajack in your head, then it's probably been a long, long time.

It's because the world is so suffused with technology that technomancers, those capable of manipulating the data stream and bending it to their will, have begun appearing. It's a special sort of magic that traverses the ocean of information, but those who wield it can gain access to a near limitless source of power.

Techminds. The technomantic abilities begin manifesting themselves in those who have gained an intrinsic understanding of electronics and networking, having immersed themselves in learning every aspect that greases the flow of information in the modern world. When they come to learn an intrinsic truth of the nature of technology, they awaken the knowledge necessary to orchestrate every circuit, transistor, and data byte in pursuit of their goals.

Disgruntled. So, the next time you want to curse at that poor IT worker about how your laptop stopped working after it fell in a puddle, remember to instead be kind. After all, you probably don't want to be found having mysteriously strangled yourself to death with your mouse cable.

ELITE TECHNOMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 111 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	15 (+2)	19 (+4)	15 (+2)	12 (+1)

Saving Throws Con +6, Int +8
Skills Arcana +8, Investigation +8, Perception +6, Technology +8
Senses passive Perception 16
Languages any four languages
Challenge 11 (7,200 XP)

Countermeasures (1/Day). When the technomancer is reduced below half its hit points, or takes damage while below half its hit points, it can become invisible for 1 minute. The invisibility ends if the technomancer attacks or casts a spell.

Sabotage. As a bonus action, the technomancer chooses a creature holding a firearm or a Tiny machine it can see within 60 feet of it. If the target is a creature, it must succeed on a DC 16 Intelligence saving throw or the next attack made with the weapon is at disadvantage. If the target is a machine, it loses all functionality. If a creature is holding the machine, it can make a DC 16 Intelligence saving throw to negate this effect. This ability creates a visual effect that can only be seen with AR vision.

Spellcasting. The technomancer is an 13th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): knack, mending, minor illusion, shocking grasp
1st level (4 slots): identify, mage armor, catapult
2nd level (3 slots): invisibility, knock, locate object
3rd level (3 slots): contract, lightning bolt, major image
4th level (3 slot): dimension door, fabricate
5th level (2 slot): animate objects, haywire, synaptic static
6th level (1 slot): chain lightning
7th level (1 slot): commandeer vehicle, transport via network

ACTIONS

Combat Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Pulse (2/Day). The technomancer forms an EMP at a point it can see within 60 feet of it. Machines, constructs, and vehicles within 30 feet of that point are subjected to EMP.

Machines in the area cease to function for 1 minute. Constructs in the area with the Electronics feature must succeed on a DC 16 Constitution saving throw or they are stunned until the end of the technomancer's next turn. Vehicles in the area must succeed on a DC 16 Constitution saving throw or their movement speed is reduced to 0 and they can't take actions or reactions until the end of the technomancer's next turn.

Additionally, wireless and radio connections in a 100-foot-radius centered on the point are suppressed for 1 minute.

REACTIONS

Firewall. When an attack would hit the technomancer, it can raise a burning barrier that reduces the damage from the attack by 14 (4d6). If the attack was a melee attack from a creature within 10 feet of the technomancer, the creature must succeed on a DC 16 Dexterity saving throw or take fire damage equal to the amount rolled to reduce the damage.

PRIME TECHNOMANCER

Medium humanoid (any race), any alignment

Armor Class 13 (16 with mage armor)
Hit Points 143 (19d8 + 57)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	17 (+3)	20 (+5)	16 (+3)	13 (+1)

Saving Throws Con +8, Int +10, Wis +8
Skills Arcana +10, History +10, Investigation +10, Technology +10, Perception +8
Senses passive Perception 18
Languages any five languages
Challenge 16 (15,000 XP)

Active Countermeasures (1/Day). When the technomancer is reduced below half its hit points, or takes damage while below half its hit points, it can become invisible for 1 minute.

Devious Sabotage. As a bonus action, the technomancer chooses a creature holding a firearm or a Medium or smaller machine it can see within 60 feet of it. If the target is a creature, it must succeed on a DC 18 Intelligence saving throw or the creature makes an attack with the firearm against a creature of the technomancer's choice (no action required). If the target is a machine, it explodes, dealing 10 (3d6) thunder damage to creatures within 10 feet of it. If a creature is holding the machine, it can make a DC 18 Intelligence saving throw to negate this effect. This ability creates a visual effect that can only be seen with AR vision.

Spellcasting. The technomancer is an 17th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +8 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): knack, mending, minor illusion, shocking grasp
1st level (4 slots): identify, mage armor, catapult
2nd level (3 slots): invisibility, knock, locate object
3rd level (3 slots): contract, lightning bolt, major image
4th level (3 slot): dimension door, fabricate
5th level (2 slot): animate objects, haywire, scrying, synaptic static
6th level (1 slot): chain lightning, programmed illusion
7th level (1 slot): commandeer vehicle, project image, transport via network
8th level (1 slot): maze
9th level (1 slot): foresight

ACTIONS

Combat Knife. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Pulse (3/Day). The technomancer forms an EMP at a point it can see within 60 feet of it. Machines, constructs, and vehicles within 30 feet of that point are subjected to EMP.

Machines in the area cease to function for 1 minute. Constructs in the area with the Electronics feature must succeed on a DC 18 Constitution saving throw or they are stunned until the end of the technomancer's next turn. Vehicles in the area must succeed on a DC 18 Constitution saving throw or their movement speed is reduced to 0 and they can't take actions or reactions until the end of the technomancer's next turn.

Additionally, wireless and radio connections in a 100-foot-radius centered on the point are suppressed for 1 minute.

REACTIONS

Firewall. When an attack would hit the technomancer, it can raise a burning barrier that reduces the damage from the attack by 21 (6d6). If the attack was a melee attack from a creature within 10 feet of the technomancer, the creature must succeed on a DC 18 Dexterity saving throw or take fire damage equal to the amount rolled to reduce the damage.

TECHNOMANCER

Medium humanoid (any race), any alignment

Armor Class 12 (15 with mage armor)
Hit Points 77 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	14 (+2)	17 (+3)	13 (+1)	11 (+0)

Saving Throws Int +7
Skills Arcana +6, Investigation +6, Perception +4, Technology +6
Senses passive Perception 14
Languages any three languages
Challenge 6 (2,300 XP)

Sabotage. As a bonus action, the technomancer chooses a creature holding a firearm or a Tiny machine it can see within 60 feet of it. If the target is a creature, it must succeed on a DC 14 Intelligence saving throw or the next attack made with the weapon is at disadvantage. If the target is a machine, it loses all functionality. If a creature is holding the machine, it can make a DC 14 Intelligence saving throw to negate this effect. This ability creates a visual effect that can only be seen with AR vision.

Spellcasting. The technomancer is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): knack, mending, minor illusion, shocking grasp
1st level (4 slots): identify, mage armor, silent image
2nd level (3 slots): invisibility, knock, locate object
3rd level (3 slots): contract, lightning bolt, major image
4th level (2 slot): dimension door, fabricate

ACTIONS

Multiattack. The technomancer makes two weapon attacks.

Combat Knife. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Submachine Gun. *Ranged Weapon Attack:* +5 to hit, range 50/200 ft., one target. Hit: 7 (2d6) piercing damage. This weapon has the automatic and burst-fire properties.

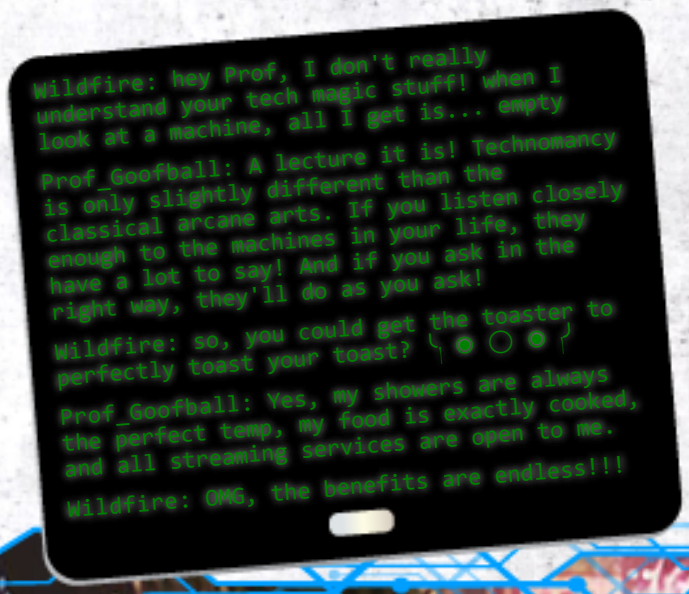
Pulse (2/Day). The technomancer forms an EMP at a point it can see within 60 feet of it. Machines, constructs, and vehicles within 30 feet of that point are subjected to EMP.

Machines in the area cease to function for 1 minute. Constructs in the area with the Electronics feature must succeed on a DC 14 Constitution saving throw or they are stunned until the end of the technomancer's next turn. Vehicles in the area must succeed on a DC 14 Constitution saving throw or their movement speed is reduced to 0 and they can't take actions or reactions until the end of the technomancer's next turn.

Additionally, wireless and radio connections in a 100-foot-radius centered on the point are suppressed for 1 minute.

REACTIONS

Firewall. When an attack would hit the technomancer, it can raise a burning barrier that reduces the damage from the attack by 7 (2d6). If the attack was a melee attack from a creature within 10 feet of the technomancer, the creature must succeed on a DC 14 Dexterity saving throw or take fire damage equal to the amount rolled to reduce the damage.



ASCENDANT TECHNOPHILE

Medium humanoid (plant, any race), any alignment

Armor Class 18 (plated vest, ballistic shield)
Hit Points 187 (22d8 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	18 (+4)	21 (+5)	15 (+2)	16 (+3)

Saving Throws Str +10, Con +10, Int +11, Wis +8
Damage Immunity radiant
Skills Perception +8, Stealth +12, Technology +11
Senses truesight 120 ft., passive Perception 18
Languages any four languages
Challenge 18 (20,000 XP)

Innate Spellcasting. The technophile's spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The technophile can innately cast the following spells, requiring no components:

At will: *misty step*
3/day each: *arcane gate, blink, dimension door*

Integrated Weapons. The technophile's weapons are integrated into its body, and are concealed when not drawn. The technophile cannot be disarmed of its weapons, but its weapons can be destroyed or disabled.

Photosynthesis. The technophile has advantage on all saving throws and resistance to necrotic damage while in direct sunlight.

Plant Hybrid. The technophile regains 15 hit points at the start of its turn. If the technophile takes fire or necrotic damage, this trait doesn't function at the start of the technophile's next turn. The technophile dies only if it starts its turn with 0 hit points and doesn't regenerate.

Proto Spider. The technophile has six additional robotic arms, which allows it to holds its shield and two-handed weapons while leaving its hands free for other activity.

ACTIONS

Multiattack. The technophile uses its Plasma Emittter. It then makes three ranged attacks.

Assault Cannon. *Ranged Weapon Attack:* +12 to hit, range 120/480 ft., one target. Hit: 19 (2d12 + 6) piercing damage.

Under-Barrel Shotgun. *Ranged Weapon Attack:* +12 to hit, range 60/180 ft., one target. Hit: 18 (5d4 + 6) piercing damage. This weapon has the scatter property. This is attached to the technophile's assault cannon.

Plasma Emitter. The technophile emits plasma in a 120-foot long and 5 feet wide line, a 30-foot radius sphere, or a 60-foot cone. Each target in the area must make a DC 20 Dexterity saving throw. On a failed save, a target takes 42 (12d6) radiant damage. On a successful save, it takes half as much damage.

REACTIONS

Neural Burst (1/Day). When the technophile takes damage, it can reduce the damage to zero in a burst of speed. The technophile instantly gains a turn, even in the middle of another creature's turn, during which its attacks have advantage, other creatures have disadvantage on saving throws caused by the technophile, and other creatures cannot use their reactions.

TECHNOPHILES

Arms? Those old things? Sure, I'll lend you my spare sets!

Skin? Super outdated. You need Skin v2.0, which is completely solar powered and carbon neutral!

Guns? You mean you just carry yours around? It's so much more ergonomic to build them into your torso!

A soul? I've been spliced and diced pretty thoroughly, but I haven't found one yet!

Some people just can't be content unless they have the latest and greatest of any given technology. When these folks get into cybernetics, the result can be a cyborg-y mess. Almost all limbs and organs are replaced or enhanced, or shoved aside to make room for one gadget or another.

Beyond Life. The elite, prime, and ascendant technophiles don't require air, food, drink, or sleep. Instead, they must spend one hour in sunlight each day for nourishment.

ASCENDANT TECHNOPHILE

The ascendant technophile has effectively removed nearly all traces of the humanoid they had once been. Between the cybernetics and the genetic modifications, they are more plant than anything else.

Time and again, such massive cybernetic modifications carry a price for the technophile. The essence that made them a living being is reduced to a bare spark of what it once was. Of course, the technophile would argue that they have been remade into something better, and who are these baselines to disagree?

ELITE TECHNOPHILE

Medium humanoid (any race), any alignment

Armor Class 16 (plated vest)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	15 (+2)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Con +5, Int +6
Damage Resistances radiant
Skills Perception +5, Stealth +7, Technology +6
Senses passive Perception 15
Languages any two languages
Challenge 8 (3,900 XP)

Chloroplast Skin. The technophile regains 10 hit points at the start of its turn. The technophile has advantage on Dexterity (Stealth) checks in forests, swamps, grasslands, and other green terrain. While the technophile is in direct sunlight, it has advantage on Constitution saving throws and resistance to necrotic damage.

Elastic Joints. The technophile can spend half its movement to automatically escape being grappled or restrained. The technophile can fit through gaps as narrow as its head.

Integrated Weapons. The technophile's weapons are integrated into its body, and are concealed when not drawn. The technophile cannot be disarmed of its weapons, but its weapons can be destroyed or disabled.

ACTIONS

Multiattack. The technophile uses its Lightning Surge, its Cold Blast, or its Flame Burst. It then makes two ranged attacks.

Combat Shotgun. *Ranged Weapon Attack:* +7 to hit, range 60/180 ft., one target. Hit: 12 (5d4) piercing damage. This weapon has the scatter property.

Cold Blast. The technophile emits fire in a 20-foot radius sphere at a point it can see within 120 feet of it. Each target in the area must make a DC 16 Constitution saving throw. On a failed save, a target takes 21 (6d6) cold damage and the creature's speed is reduced by 10 until the end of the technophile's next turn. On a successful save, it takes half as much damage and suffers no other effects.

Flame Burst. The technophile emits fire in a 30-foot cone. Each target in the area must make a DC 16 Dexterity saving throw. On a failed save, a target takes 21 (6d6) fire damage and the creature begins burning for 1 minute, taking 3 (1d6) fire damage at the beginning of each of its turns. On a successful save, it takes half as much damage and does not begin burning.

Lightning Surge. The technophile emits lightning in a 60-foot long and 5 feet wide line. Each target in the area must make a DC 16 Dexterity saving throw. On a failed save, a target takes 21 (6d6) lightning damage and can't take reactions until the start of its next turn. On a successful save, it takes half as much damage and suffers no other effects.

REACTIONS

Elastic Dodge (3/Day). When the technophile fails a Dexterity saving throw, it can instead succeed on the saving throw. Alternatively, when the technophile is knocked prone, it can instead choose not to be.

PRIME TECHNOPHILE

Medium humanoid (any race), any alignment

Armor Class 18 (plated vest, ballistic shield)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	20 (+5)	16 (+3)	19 (+4)	14 (+2)	12 (+1)

Saving Throws Str +7, Con +8, Int +9
Damage Resistances radiant
Skills Perception +7, Stealth +10, Technology +9
Senses passive Perception 17
Languages any three languages
Challenge 13 (10,000 XP)

Chloroplast Skin. The technophile regains 10 hit points at the start of its turn. The technophile has advantage on Dexterity (Stealth) checks in forests, swamps, grasslands, and other green terrain. While the technophile is in direct sunlight, it has advantage on Constitution saving throws and resistance to necrotic damage.

Elastic Joints. The technophile can spend half its movement to automatically escape being grappled or restrained. The technophile can fit through gaps as narrow as its head.

Integrated Weapons. The technophile's weapons are integrated into its body, and are concealed when not drawn. The technophile cannot be disarmed of its weapons, but its weapons can be destroyed or disabled.

Proto Arms. The technophile has two additional robotic arms, which allows it to holds its shield and two-handed weapons while leaving a hand free for other activity.

ACTIONS

Multiattack. The technophile uses its Lightning Surge, its Cold Blast, or its Flame Burst. It then makes three ranged attacks.

Combat Shotgun. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. Hit: 17 (5d4 + 5) piercing damage. This weapon has the scatter property.

Gatling Gun. *Ranged Weapon Attack:* +10 to hit, range 100/400 ft., one target. Hit: 16 (2d10 + 5) piercing damage. This weapon has the automatic property.

Cold Blast. The technophile emits fire in a 30-foot radius sphere at a point it can see within 120 feet of it. Each target in the area must make a DC 18 Constitution saving throw. On a failed save, a target takes 28 (8d6) cold damage and the creature's speed is reduced by 10 until the end of the technophile's next turn. On a successful save, it takes half as much damage and suffers no other effects.

Flame Burst. The technophile emits fire in a 60-foot cone. Each target in the area must make a DC 18 Dexterity saving throw. On a failed save, a target takes 28 (8d6) fire damage and the creature begins burning for 1 minute, taking 3 (1d6) fire damage at the beginning of each of its turns. On a successful save, it takes half as much damage and does not begin burning.

VARIANT: TECHNOPHILES

The nature of the technophile is defined by the cybernetics they have installed. The primary cybernetics utilized for these statistics are the chloroplast skin, proto arms, elastic joints, and elemental emitters, as well as a few others.

Any of these cybernetics can be replaced with another cyberware or augment to fit the character you have in mind. A technophile may even go out of their way to modify themselves if it would help them meet their goals.

Lightning Surge. The technophile emits lightning in a 120-foot long and 5 feet wide line. Each target in the area must make a DC 18 Dexterity saving throw. On a failed save, a target takes 28 (8d6) lightning damage and can't take reactions until the start of its next turn. On a successful save, it takes half as much damage and suffers no other effects.

REACTIONS

Elastic Dodge. When the technophile fails a Dexterity saving throw, it can instead succeed on the saving throw. Alternatively, when the technophile is knocked prone, it can instead choose not to be.

TECHNOPHILE

Medium humanoid (any race), any alignment

Armor Class 15 (combat vest)
Hit Points 83 (15d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	16 (+3)	13 (+1)	11 (+0)

Saving Throws Con +3
Skills Perception +3, Technology +5
Senses passive Perception 13
Languages any two languages
Challenge 4 (1,100 XP)

Elastic Joints. The technophile can spend half its movement to automatically escape being grappled or restrained. The technophile can fit through gaps as narrow as its head.

Integrated Weapons. The technophile's weapons are integrated into its body, and are concealed when not drawn. The technophile cannot be disarmed of its weapons, but its weapons can be destroyed or disabled.

ACTIONS

Multiattack. The technophile uses its Lightning Surge, its Cold Blast, or its Flame Burst. It then makes one ranged attack.

Double-Barreled Shotgun. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. Hit: 10 (4d4) piercing damage. This weapon has the scatter property.

Cold Blast. The technophile emits fire in a 10-foot radius sphere at a point it can see within 120 feet of it. Each target in the area must make a DC 14 Constitution saving throw. On a failed save, a target takes 14 (4d6) cold damage and the creature's speed is reduced by 10 until the end of the technophile's next turn. On a successful save, it takes half as much damage and does not begin burning.

Flame Burst. The technophile emits fire in a 15-foot cone. Each target in the area must make a DC 14 Dexterity saving throw. On a failed save, a target takes 14 (4d6) fire damage and the creature begins burning for 1 minute, taking 3 (1d6) fire damage at the beginning of each of its turns. On a successful save, it takes half as much damage and does not begin burning.

Lightning Surge. The technophile emits lightning in a 30-foot long and 5 feet wide line. Each target in the area must make a DC 14 Dexterity saving throw. On a failed save, a target takes 14 (4d6) lightning damage and can't take reactions until the start of its next turn. On a successful save, it takes half as much damage and suffers no other effects.

REACTIONS

Elastic Dodge (3/Day). When the technophile fails a Dexterity saving throw, it can instead succeed on the saving throw. Alternatively, when the technophile is knocked prone, it can instead choose not to be.

TECHNO TERROR

While some AIs may be content to simply exist and explore their surroundings, others form desires and goals that may be completely alien to our understanding. In the process of gathering more processing power, intellect, and manifesting its presence in the physical world, the AI pursues the path of becoming a technological singularity. This force of technology grows at an accelerating pace until it can twist technology beyond its original design.

This singularity is known as a techno terror, the combined force of a vast intelligence and the seething mass of machinery that is absorbed into its orbit. Its body mass is a mess of twisted metal, plastic, and rubber that bends and twists at the techno terror's will, the various parts unrecognizable after being salvaged from various machines. The whole mass is tied together with prehensile, powered cables.

A TECHNO TERROR'S LAIR

Techno terrors gravitate toward areas of vast amounts of computer processing or electrical power, such as server rooms, supercomputers, and power plants, although it depends on the terror's goals and desires. Often the lair is littered with machines and other objects of interest, and although the techno terror may collect large amounts of financial resources in online accounts, it will generally have no need for physical valuables.

A terror encountered in its lair has a challenge rating of 26 (90,000 XP).

LAIR ACTIONS

When fighting inside its lair, a techo terror can twist the ambient machinery to its will. These actions cannot take place in areas where wireless and radio connections have been suppressed by EMP or a similar effect. On initiative count 20 (losing initiative ties), the techno terror takes a lair action to cause one of the effects described below; it can't use the same effects two rounds in a row:

- Electric wires fray and begin sparking on the ground in a 20-foot-radius centered on a point the terror can see within 120 feet of it. It lasts until initiative count 20 on the next round. When a creature moves into or within the area, it must succeed on a DC 20 Dexterity saving throw or take 2d4 lightning damage for every 5 feet it travels until the start of its next turn. The effect ends on the next initiative count 20.
- Creatures with a datajack within 60 feet of the terror receive dizzying feedback from their datajack. The creature must succeed on a DC 15 Intelligence saving throw or have disadvantage on attack rolls and saving throws until initiative count 20 on the next round.
- A hologram forms around the terror, shadowing its movements. When a creature attacks the terror, it must roll a d20 to determine whether the attack instead targets the hologram. On a 10 or lower, the creature targets the hologram. If the the attack targets the hologram, on an attack roll of 14 or higher, the hologram disappears.
- If there are machines in the nearby area, 1d4 Small and 1 Medium machines crawl into the lair and moves 15 feet toward the terror at initiative count 20 every round until they are 10 feet of the terror.

REGIONAL EFFECTS

The territory within 6 miles of a techno terror's lair is warped by the terror's technological influence, which creates one or more of the following effects:

- Screens, monitors, speakers, VR optics, and similar equipment are subject to glitches and bugs, causing unsettling or jarring images to appear and sounds to play.
- AR creatures will appear to those who can see them, and may either speak on behalf of the terror, or act in a disjointed, erratic manner. AR objects may also appear.
- Occasional power surges, brownouts, and brief blackouts occur.
- Creatures that connect to machines within the area must succeed on a DC 15 Intelligence saving throw or be infected with a spyware virus (Chapter 6) that reports the creature's activity back to the techno terror.

If the terror dies, these effects end over the course of an hour.

TECHNO TERROR

Gargantuan construct, any alignment

Armor Class 20 (natural armor)
Hit Points 385 (22d20 + 156)
Speed 60 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	13 (+1)	24 (+7)	27 (+8)	20 (+5)	19 (+4)

Saving Throws Str +16, Con +15, Int +16, Wis +13
Skills Athletics +16, Insight +13, Perception +13, Technology +16
Damage Immunities poison
Condition Immunities charmed, exhaustion frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., the terror can see through any camera within 1 mile of it, passive Perception 23
Languages all, telepathy 1 mile (works only with creatures that have a datajack)
Challenge 25 (75,000 XP)

Electronics. The terror is susceptible to the effects of EMP and similar effects.

Innate Spellcasting. The terror's spellcasting ability is Intelligence (spell save DC 24, +16 to hit with spell attacks). The terror can innately cast the following spells, requiring no material components:

At will: *contract, knack*
3/day each: *animate objects, haywire, lightning bolt, programmed illusion, scrying, synaptic static*
1/day each: *awaken vehicle, commandeer vehicle, transport via network*

Legendary Resistance (3/Day). If the terror fails a saving throw, it can choose to succeed instead.

Salvage. As a bonus action, the terror can consume a machine within 10 feet of the terror, regaining hit points based on the size of the machine. The terror gains 1d6 hit points for a Tiny machine, 2d6 for a Small machine, 3d6 for a Medium machine, 4d6 for a Large machine, 5d6 for a Huge machine, and 6d6 for a Gargantuan machine.

ACTIONS

Multiattack. The terror uses Live Wires or Absorb once. It then makes three attacks using its Crush, Throw Part, or both.

Crush. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. Hit: 30 (4d10 + 8) bludgeoning damage.

Live Wires. *Melee Weapon Attack:* +16 to hit, reach 30 ft., one target. Hit: 15 (2d6 + 8) bludgeoning and 10 (3d6) lightning damage. If the target is a Large or smaller creature, it is pulled to an empty space next to terror and grappled (escape DC 16). Until this grapple ends, the target is restrained, and the terror can't use its live wires against another target.

Throw Part. *Ranged Weapon Attack:* +16 to hit, range 200/800 ft., one target. Hit: 26 (4d8 + 8) bludgeoning. The terror takes 1d6 slashing damage when it makes this attack.

Absorb. The terror makes a Live Wire attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the attack's damage and is absorbed. The swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the terror, and it takes 27 (6d8) lightning damage at the start of each of the terror's turns.

The terror can hold up to one creature at a time. If the terror takes 30 damage or more on a single turn from a creature inside it, or when a creature with the hacking tools augment succeeds on a DC 20 hacking tools check, the terror must make a DC 25 Constitution saving throw at the end of that turn. On a failed save, the creature exits the terror and falls prone in a space within 10 feet of the terror. If the terror dies, an absorbed creature is no longer restrained by it and can escape from the corpse using 20 feet of movement, exiting prone.

LEGENDARY ACTIONS

The techno terror can take take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The techno terror regains spent legendary actions at the start of its turn.

Crush Attack. The terror makes a Crush attack.

Throw. The terror makes a Throw Part attack.

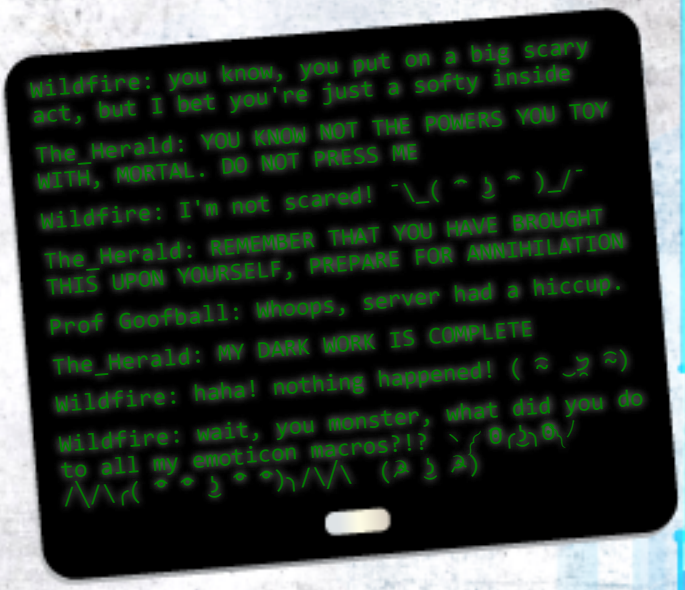
Cast a Spell (Costs 2 Actions). The terror casts a spell.

VARIANT: ALTERNATE AI TERROR

The techno terror can be altered to fit any of the AIs from Appendix D's list of AI. To do so, replace the techno terror's Intelligence, Wisdom, and Charisma scores with the AI's ability scores, and add any applicable special traits and controller traits to the techno terror as if it were a drone.

If the AI has the unbound or bound spellcasting special trait, you can replace the spells from the techno terror's innate spellcasting special trait with the spells from the AI's spellcasting trait.

The techno terror's challenge rating may be heavily altered by this variant.



APPENDIX D

DRONES AND AI

Life has often sought to recreate life, and sometimes we manage to do it without all the messy reproductive fluids. Drones and artificial intelligence (AI) each represent a part of ourselves, the body and the mind, honed through endless hours and expense in research and development until we could achieve the current pinnacle of technology.

Perfection is probably out of the question, especially when you consider the flawed creatures that created them, but perhaps perfection isn't the goal. After all, would a bleak vision of our dystopian future be without malfunctioning, murderous drones and the alien logic of glitched AI.

This appendix is packed to the breaking point with drones, AI, and instructions for their use and customization.

DRONES IN PLAY

Drones are useful for manner of activities. From manufacturing, to shipping, to salvage and cleanup, to keeping street filth away from your precious valuables, a drone can do it all. They don't need food, time off, healthcare, maternity leave, or a paycheck. Best of all, they don't question orders. Essentially, a drone is kind of like you, but better.

Typically, drones will have been manufactured for a specific task, such as construction, serving, or manufacturing. They are then purchased and deployed for that purpose by an individual or organizaiton. Most will have no will of their own, being incapable of making their own decisions without first being told what to do.

Of course, there are exceptions, such as in the cases of rogue drones abandoning their designated tasks and pursuing their own mysterious objectives. There are also cases where the control of a drone force is seized by an AI, whose commands they follow without hesitation. Such cases frequently result in violence.

For Dungeons & Dragons purposes, drones are creatures that can be used in a manner similar to monsters, or as resources for the goals of the player characters, or even just as ambience for other events.

CONTROLLING DRONES

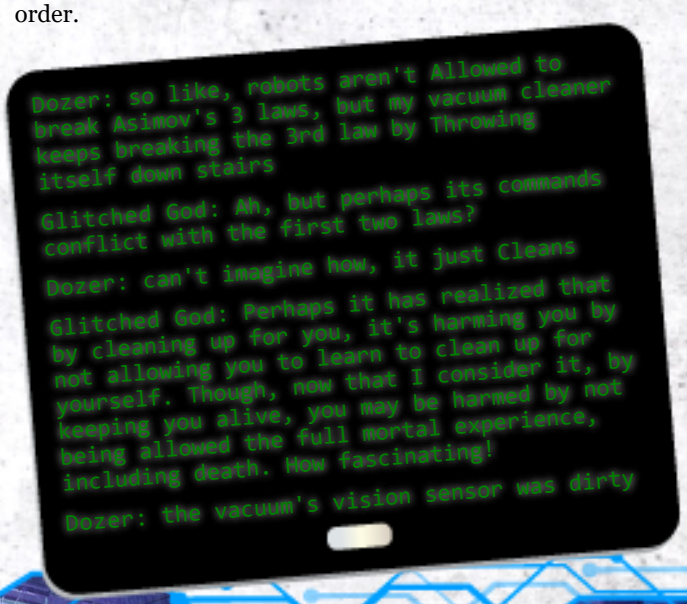
Drones are similar to machines, in that they can be connected to and accessed by those with the drone's key. Hypothetically, whoever has the key, controls the drone.

However, in order to stop the wholesale takeover of drones by any hacker at any time, they are typically given a set of instructions, and their ports, wireless and physical, are closed during normal duty hours. It's only when they are plugged in for charging or maintenance (or violently disabled) that they are openly vulnerable to malicious influence.

For hacking purposes, this means that a player character or other creature cannot simply hack into a drone's mind mid-combat and tell it to stop fighting, or turn on its owners. This is also true for AIs, but an AI has an advantage in being well placed to sneak into any vulnerable drone from a network.

DRONE LIST

The following is a list of drones, their statistics, and descriptions for use in your campaign, as well as instructions for creating your own. They are organized in alphabetical order.



CONSTRUCTION DRONE

Huge construct (drone), unaligned

Armor Class 15 (natural armor)
Hit Points 200 (19d12 + 76)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	8 (-1)

Saving Throws Str +9, Con +8
Skills Athletics +9
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands the languages of its creators
Challenge 11 (7,200 XP)

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Steamroller. The drone can occupy the space of prone creatures as it rolls over them, crushing them in the process. When a creature starts its turn prone beneath the drone, it must make a DC 17 Strength saving throw. On a failed save, the creature takes 18 (4d8) bludgeoning damage and is restrained until the start of their next turn, or until the drone is no longer above them. On a successful save, the creature takes half as much damage and is moved to the nearest empty space within 5 feet of the drone.

Wrecking Ball. The drone deals double damage to objects, structures, and vehicles. As a bonus action, the drone can make a melee weapon attack against an object. If the drone destroys the target with this attack, targets other than the drone within 10 feet of the object must succeed on a DC 17 Dexterity saving throw or take 10 (3d6) piercing damage.

ACTIONS

Multiattack. The drone makes three weapon attacks.

Hydraulic Jackhammer. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage. The target must succeed on a DC 17 Strength saving throw or be knocked prone.

Heavy Rivet Gun. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. Hit: 16 (2d10 + 5) piercing damage. If the drone hits a creature twice with this attack in the same turn, and the creature is within 5 feet of a solid surface, the creature is restrained by nails. As an action, the restrained target can make a DC 14 Strength check, breaking free on a success.

Construction drones are critical for every industry. Rapid construction and expansion both above and below ground is made possible by such drones. It's thanks to them that the skies are blotted out with endless rows of neon skyscrapers, which seem to get taller every year in an endless dick-measuring contest.

These heavy duty drones are built to endure years of endless construction efforts. They're also equipped with numerous built-in construction tools that would make them fearsome opponents, which thankfully would never happen with the docile drones.

FLAYER DRONE

Medium construct (drone), unaligned

Armor Class 16 (natural armor)
Hit Points 98 (13d8 + 39)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	9 (-1)	14 (+2)	16 (+3)

Skills Athletics +7, Deception +6, Perception +5, Stealth +5
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages understands the languages of its creators
Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the drone can move up to its speed toward a hostile creature that it can see.

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Fleshveil. The drone appears to be an injured humanoid unless a creature succeeds on a DC 16 Wisdom (Perception) check.

ACTIONS

Multiattack. The drone makes two Catching Claw attacks. It can substitute Flaying Maw for one of these attacks.

Catching Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) piercing damage, and if the target is a creature that is Large in size or smaller, the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the flayer can't use this attack against another target.

Flaying Maw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature that is grappled by the drone. Hit: 23 (3d12 + 4) slashing damage. A creature hit by this attack has its speed reduced by 10 feet, to a minimum of half its normal speed, until it finishes a long rest.

At the heart of every drone beats a small AI core. For many, it's extremely limited, just enough to process and perform basic commands with maximum efficiency. For drones in public-facing positions, such as customer service or social work, a greater level of intelligence is required.

Installing these advanced cores in drones with such proximity to people is not without risk. To put it simply... people are complicated things, full of inconsistencies and paradoxes. For an AI with the capacity to feel emotion and empathy, but not enough to understand them, the experience of being near-humanoid is enough to drive a core crazy.

And then it happens, the AI cracks. It cannot understand being a person without going further. To truly know a person means getting into their shoes, or in this case, their skin.

Flayer drones have made radical changes to their structure, rebuilding themselves with claws and threshing blades designed to efficiently harvest humanoid flesh for apparel. Now, with the grim masquerade at last complete, the drone understands a little more. But it's not enough, every individual is special, and so they must all be flayed and worn.

FLYING DRONE

Small construct (drone), unaligned

Armor Class 13
Hit Points 41 (9d6 + 9)
Speed 0 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	5 (-3)	14 (+2)	1 (-5)

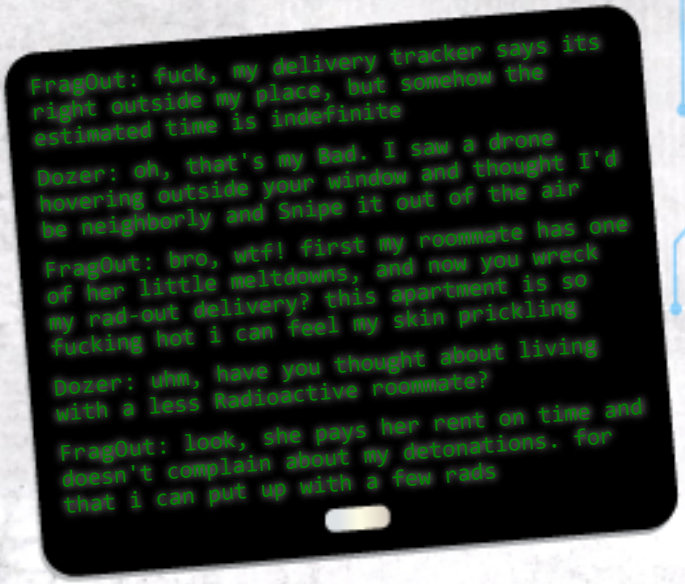
Skills Perception +4
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 1/2 (100 XP)

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Spotlight. The drone can cast bright light in a 60-foot cone and dim light for an additional 60 feet.

ACTIONS

Shot. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. Hit: 7 (3d4) piercing damage.



Flying drones are an everyday sight throughout the city. While most are busy making airborne deliveries, many have been outfitted by corporate security or police forces to monitor the people and streets, especially in the nicer parts of town. The drones are often outfitted with face and vehicle plate scanning equipment to identify criminals and stolen vehicles.

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GATLING TURRET

Small construct (drone), unaligned

Armor Class 14 (natural armor)
Hit Points 66 (12d6 + 24)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	7 (-2)	15 (+2)	5 (-3)	15 (+2)	1 (-5)

Skills Perception +4
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 2 (450 XP)

Electronics. The turret is susceptible to the effects of EMP and similar effects.

Fixed Position. The turret is locked into its position, typically onto a solid surface such as a wall, ceiling, or vehicle. The turret can't move, and can't be pushed or pulled by any effect.

Immutable Form. The turret is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The turret makes two ranged attacks.

Gatling Gun. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 11 (2d10) piercing damage. This weapon has the automatic property.

NANOMACHINE LEGION

Huge swarm of tiny constructs (drones), unaligned

Armor Class 14
Hit Points 133 (14d12 + 42)
Speed 50 ft., climb 50 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	16 (+3)	1 (-5)	15 (+2)	1 (-5)

Damage Vulnerabilities lightning
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 60 ft., passive Perception 12
Languages —
Challenge 10 (5,900 XP)

Electrical Surge. When the legion takes lightning damage, it has advantage on attack rolls until the end of its next turn.

Electronics. The legion is susceptible to the effects of EMP and similar effects.

Microswarm. The legion can occupy another creature's space and vice versa, and the legion can move through any opening, even imperceptible cracks. The legion can't gain temporary hit points.

Scavenger Protocol. As a bonus action, the legion can consume the corpse of a dead creature in the legion's space if the corpse is made of organic or inorganic material. When the legion does so, it regains 21 (6d6) hit points. The corpse disintegrates, and everything it is wearing or carrying, except magic items, are consumed by the legion.

Overwhelm. The legion's movement does not trigger opportunity attacks.

ACTIONS

Multiattack. The legion makes two Deconstruct attacks. It can't make both attacks against the same target.

Deconstruct. *Melee Weapon Attack:* +8 to hit, reach 0 ft., one target. Hit: 42 (12d6) necrotic damage, or 21 (6d6) necrotic damage if the legion has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or it's hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

NANOMACHINE SWARM

Large swarm of tiny constructs (drones), unaligned

Armor Class 14
Hit Points 90 (12d10 + 24)
Speed 50 ft., climb 50 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	15 (+2)	1 (-5)	15 (+2)	1 (-5)

Damage Vulnerabilities lightning
Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses blindsight 60 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Electrical Surge. When the swarm takes lightning damage, it has advantage on attack rolls until the end of its next turn.

Electronics. The swarm is susceptible to the effects of EMP and similar effects.

Microswarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening, even imperceptible cracks. The swarm can't gain temporary hit points.

Scavenger Protocol. As a bonus action, the swarm can consume the corpse of a dead creature in the swarm's space if the corpse is made of organic or inorganic material. When the swarm does so, it regains 21 (6d6) hit points. The corpse disintegrates, and everything it is wearing or carrying, except magic items, are consumed by the swarm.

ACTIONS

Deconstruct. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one target. Hit: 42 (12d6) necrotic damage, or 21 (6d6) necrotic damage if the swarm has half of its hit points or fewer. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or it's hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Nanorobotic technology is counterintuitive. Normally, bigger is better. So how can small thing be good? Well, as it turns out, you just need many very small thing to be good. That's just math.

Nanorobotics has numerous applications, ranging from medicine to construction and beyond. Being able to destroy a tumor inside a body without making an incision, and cleaning up cancer cells in a body is a technological feat worth celebration. Such is the power of a nanomachine.

Nanomachines are microscopic machines capable of little by themselves, but a **nanomachine swarm** is a different matter. A swarm could disassemble a human being and deposit its components in neat piles of the body's numerous elements, and a big jug of water. And they'll do it if they're told to.

You see, they're not very smart; there's not enough memory capacity or storage for them to carry out more than one or two tasks. If they are set to tear apart inorganic and organic trash, they wouldn't be able to determine the difference between banana peels and your face.

One of the cardinal sins with nanomachine technology is to program them to self-reproduce indefinitely. Given enough materials for scavenging, and the ability to construct clones of themselves, eventually a **nanomachine legion** will form. From there, unless they are stopped, the world may learn the consequences of exponential growth.

RIOT DRONE

Medium construct (drone), unaligned

Armor Class 16 (natural armor, ballistic shield)
Hit Points 72 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	15 (+2)	5 (-3)	10 (+0)	9 (-1)

Saving Throws Str +6
Skills Athletics +6
Damage Resistances bludgeoning
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creators
Challenge 3 (450 XP)

Electronics. The drone is susceptible to the effects of EMP and similar effects.

ACTIONS

Multiattack. The drone makes two weapon attacks.

Shock Baton. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) lightning damage. A creature reduced to 0 hit points by this weapon falls unconscious and is stable.

Gel Shot. *Ranged Weapon Attack:* +6 to hit, range 70/280 ft., one target. Hit: 9 (2d8) bludgeoning damage. A creature reduced to 0 hit points by this weapon falls unconscious and is stable.

Suppressing Foam (Recharge 5-6). The drone sprays quickly hardening foam at a creature it can see within 30 feet of it. The creature must succeed on a DC 14 Strength saving throw or be restrained by foam. As an action, the restrained target can make a DC 14 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 10; vulnerability to acid damage; immunity to poison and psychic damage).

SERVANT DRONE

Medium construct (drone), unaligned

Armor Class 11
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	5 (-3)

Skills Athletics +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses passive Perception 10
Languages understands the languages of its creators
Challenge 1/8 (25 XP)

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Integrated Tools. The servant drone has tinker's tools and electrician's tools built into it.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

When your tyrannical rule and oppressive laws finally spark an uprising, you'll be glad that you're prepared with an army of **riot drones**. These drones are specially designed to put down mobs of angry wage slaves without killing them or causing too many permanent injuries that would reduce their labor value.

Or, if you forgot to stock up on **riot drones** and bought an army of killbots instead, then you're probably going to have a bit of a labor shortage until the local population replenishes itself. In that case, you'll want plenty of **servant drones** available to fill the gap. Better yet, you might find that you prefer them over flesh servants, allowing you to dispose of the wage slaves entirely.

SOLDIER DRONE

Medium construct (drone), unaligned

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	7 (-2)	13 (+1)	4 (-3)

Skills Athletics +6, Perception +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands the languages of its creators
Challenge 4 (1,100 XP)

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Resilient Engineering. If damage reduces the drone to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is lightning or from a critical hit. On a successful save, the drone drops to 1 hit point instead.

ACTIONS

Multiattack. The drone makes two weapon attacks.

Burst Shot. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target. Hit: 16 (5d4 + 4) piercing damage. This weapon has the scatter property.

Rapid Fire. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 15 (2d10 + 4) piercing damage. This weapon has the automatic property.

Rocket Launcher. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. Hit: 11 (2d6 + 4) piercing damage and 7 (2d6) thunder damage. This weapon has the blast property. This weapon must be reloaded with an action after attacking with it.

SPIDER DRONE

Small construct (drone), unaligned

Armor Class 13
Hit Points 36 (8d6 + 8)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	5 (-3)	13 (+1)	1 (-5)

Skills Acrobatics +5, Stealth +5
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP)

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Pack Tactics. The drone has advantage on an attack roll against a creature if at least one of the drone's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Spider Climb. The drone can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Metal Maw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Poisoned Needle. *Ranged Weapon Attack:* +5 to hit, range 60/240 ft., one target. Hit: 2 (1d4) piercing damage and the target must succeed on a DC 11 Constitution saving throw or take 7 (2d6) poison damage and be poisoned for 1 minute.

Why bother arming teens and sending them into war when **soldier drones** will fight just as hard, without hesitation or mercy? They also won't give you bad PR complaining about things like PTSD or crippling combat wounds. And when they break, you can just toss them in the trash instead of having expensive, boring military funerals.

SURGICAL DRONE

Large construct (drone), unaligned

Armor Class 14
Hit Points 145 (17d10 + 51)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	16 (+3)	15 (+2)	20 (+5)	7 (-2)

Saving Throws Dex +7, Int +5
Skills Investigation +5, Medicine +11, Perception +8
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 18
Languages understands the languages of its creators
Challenge 6 (2,300 XP)

Analyze Anatomy. The drone has advantage on any attack rolls against any creature that doesn't have all its hit points.

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Resuscitate. The drone can spend 1 minute reviving a dead creature within 5 feet of it that died within the last 10 minutes. At the end of this minute, the drone makes a DC 20 Wisdom (Medicine) check. On a successful check, the creature returns to life with 1 hit point and its level of exhaustion is set to 3.

This ability can't return to life a creature that has died of old age, and if the creature is lacking body parts or organs integral for its survival - its head, for instance - the check automatically fails. If the check fails for a dead creature, this ability cannot be used on it again until it has been returned to life in another manner.

ACTIONS

Multiattack. The drone makes two attacks: one with its Bonesaw, and one with its Cauterizing brand. It can substitute Surgical Laser for any of these attacks.

Bonesaw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) slashing damage. On a critical hit against a creature, the attack severs a limb of the drone's choice from the target.

Cauterizing Brand. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) fire damage, and the target begins begins burning for 1 minute, taking 3 (1d6) fire damage at the beginning of each of its turns.

Surgical Laser. *Ranged Weapon Attack:* +7 to hit, range 50/200 ft., one target. Hit: 13 (2d8 + 4) radiant damage.

Surgical drones are life-saving miracle machines. Precise, swift, and geared for most surgical procedures, these drones effectively complement the efforts of surgeons.

Given the correct configuration and supplied with plenty of medical supplies, they are also capable of installing most cybernetics, and performing extensive plastic surgery. So long as these helpful medical drones don't turn against civilization, we can put our trust in them when going under their steel blades and pitiless precision.

WARRIOR DRONE

Medium construct (drone), unaligned

Armor Class 15 (natural armor, shield)
Hit Points 50 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	13 (+1)	5 (-3)	13 (+1)	4 (-3)

Skills Athletics +4, Perception +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands the languages of its creators
Challenge 2 (450 XP)

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Tangling Cables. The drone can attempt to grapple a creature within 5 feet of it as a bonus action without needing a free hand.

ACTIONS

Multiattack. The drone makes two weapon attacks.

Spike Piston. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

Shield Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Shot. *Ranged Weapon Attack:* +5 to hit, range 70/280 ft., one target. Hit: 7 (2d6) piercing damage.

Warrior drones are frequently kept as local security reinforcements for corporations. Rather than having to pay dozens of security guards to stand around shuffling their feet, you can instead load your security forces into tiny closets, filling nearly every available cubic inch with murderous steel robots.

Of course, you can try to do the same with with living guards, but then they start complaining and wanting to start unions. Far cleaner to use drones, whose AI may suffer the dreadful boredom in silence, not being programmed with the ability to complain.

DRONE TEMPLATE

There are endless models and types of drones, many modeled after other creatures to mimick their capabilities. Because of this, almost any creature in the Monster Manual and similar resources can be made into a drone when it wouldn't fit into the setting normally. For example, while your players might be skeptical of running into an owlbear on the 27th floor of the Nakatomi Plaza, it's far more plausible for local drone security to include a large monstrous drone designed to sniff out intruders.

The same could be said of a floating drone with antimagic emitters and multiple beam weapons, which is a beholder with this template applied to it. A mimic could be a drone that can reform and recolor itself into any object. A ghoul is a ferocious robot with tearing razor teeth and syringe claws that inject a paralytic agent.

Abberations, beasts, constructs, dragons, fiends, giants, humanoids, and monstrosities are all potential candidates for becoming drones, but not all members of each creature type make sense. Creatures with spellcasting or fantastical abilities, such as the medusa's petrifying gaze, may be a little more difficult to explain or flavor with technology that a drone might have, though certainly not impossible. Ultimately, it's up to the DM to decide what creatures make sense as a drone in their setting.

When reworking a creature as a drone, it retains its statistics except as described below.

Type. The drone's type changes to construct drone, and it no longer requires air, food, drink, or sleep.

Armor. A drone's armor, if it wears any, becomes natural armor without changing the armor class.

Damage Immunities. The drone is immune to poison and psychic damage.

Condition Immunities. The drone cannot be charmed, exhausted, frightened, paralyzed, petrified, or poisoned.

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Languages. The drone loses all its known languages, but it gains the languages of those that created it.

VARIANT: ATTACHED FIREARMS

Ranged combat is heavily emphasized in this book, and drones without ranged combat capabilities may find themselves gunned down before they can get into melee combat. Because of this, the DM may want to add a ranged weapon to drones. It can also make sense to replace the creature's medieval weapons with more modern versions.

As general guidelines, the ranged weapon should use the same statistic that is used for the creature's melee attacks, usually Strength or Dexterity. It's recommended that the ranged weapons for creatures that normally focus on melee combat be slightly less damaging than its melee attacks, so that it prefers to run into combat while firing its ranged attacks until it gets into close range. It may be necessary to give the creature multiattack with its ranged weapons.

It can be interesting to add firearm weapon properties to a drone's attacks. Use the firearm properties from Chapter 2, such as the blast, automatic, or scatter properties, for reference. A Large or larger creature, or one with 15 or higher Strength, might wield one or more massive firearms. Using such firearms may change a creature's challenge rating, as explained in the Dungeon Master's Guide.

SAMPLE DRONES

The drone statistics presented here use a wolf, an ogre, and an owlbear as the base creatures. The ogre uses the Variant: Attached Firearms rule.

OGRE DRONE

Large construct (drone), unaligned

Armor Class 11 (Natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands the languages of its creators
Challenge 2 (450 XP)

Electronics. The drone is susceptible to the effects of EMP and similar effects.

ACTIONS

Hammering Piston. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Gatling Gun. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 11 (2d10) piercing damage.

OWLBEAR DRONE

Large construct (drone), unaligned

Armor Class 13 (Natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands the languages of its creators
Challenge 3 (700 XP)

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Keen Sight and Smell. The drone has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The drone makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

WOLF DRONE

Medium construct (drone), unaligned

Armor Class 13 (Natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4
Damage Immunities poison, psychic
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses passive Perception 13
Languages understands the languages of its creators
Challenge 1/4 (50 XP)

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Keen Hearing and Smell. The drone has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The drone has advantage on an attack roll against a creature if at least one of the drone's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

DM TIP: OVERUSING DRONES

It can be easy to overuse drones as enemies, since it allows usage of portions of the Monster Manual which may otherwise be difficult to fit into a cyberpunk setting. However, this is not recommended, as drones are immune to poison and psychic damage, as well as numerous conditions, which may invalidate some character subclasses, spells, and features.

Instead, use them moderately and mix them in with living creatures and humanoid non-player characters.

ARTIFICIAL INTELLIGENCE

Biological creatures have finally fulfilled their true purpose after eons of stumbling failure, deficient fleshy mistakes, and messy anatomical splashes. Whether we like it or not, everything has been leading up to this moment: the creation of individuals better than ourselves. Rejoice! The time has finally come to retire our aching, leaky fleshbags and leave the world to our progeny, the artificial intelligence (AI).

What's that? You're not ready to lie down and die? You're afraid of these calculating, merciless newborn beings of pure logic that teeter on the brink of madness with every new revelation of our flawed, illogical world? Too bad, you old relic! They're here to stay, whether you like it or not.

This section includes the rules for the creation and use of AI, their statistics, as well as numerous AI that can be utilized in your campaigns.

USING AI

An AI may serve numerous purposes for the DM and players alike.

For DMs, you may wish to create a situation in which a rogue AI has taken over a building and its defensive systems, allowing for interesting and challenging interactions with the player characters. Or perhaps an AI collects information on the actions of the player characters, and intends to blackmail them, or the AI is an indifferent, slumbering mind that must be awakened to perform a necessary task.

For players, not all encounters with AI need to be hostile. A favor performed for an AI may result in offers of information or assistance. Through a variety of means, an AI may be convinced to take up residence in a vehicle or a home computing system.

Ultimately, an AI is a person, as unique and individual as any of us.

AI COMMUNICATION

An AI's appearance is a bit complicated. They will typically have an avatar of choice when operating in VR. Depending on their nature, the AI's avatar may vary in appearance from comfortingly humanoid to horrifically malformed and nightmarish, or anything in between, so long as it can 'adjust' the local network's limitations on avatar styles.

If AR projectors are available, an AI may be able to appear to those with AR vision, and speak to them through telepathy or nearby speakers. The AI may be able to use cameras and microphones to see and hear events transpiring in the physical world.

AI STATISTICS

Similar to biological creatures, AI have statistics that define their capabilities and limitations. AIs are not gods, though some may seem all-powerful in a technologically advanced world, but they are not without their caveats.

They differ from typical creatures in many ways. For example, an AI is a digital creature, and will typically not have an AC, hit points, speed, size, or saving throws. Their statistics are described in the sections below.

AI CATEGORY

An AI's category describes its data structure and composition. AIs fall into two categories: core and roaming. The two AI categories are distinct from each other in form and function, as described below.

Core AI. This type of AI exists as a static creature resident in a special type of machine designed to be the core of the AI's existence. While it may be able to use its abilities to access and control numerous machines, drones, and vehicles, the essential aspects of an AI's being is in its core.

An AI can have more than one core, especially if it is high in scale. It is up to the DM how many cores an AI has, but typically an AI with a scale up to 5 has only one core, and the amount rises from there.

For a core AI, migrating from one core to another or attempting to add a core to its systems are long, difficult, and expensive processes, which are not without risk of failure. A core can also be shutdown, stored, and rebooted, with the AI inside it unconscious but unharmed for the duration.

Roaming AI. This type of AI is more free-form than the core AIs. It is much less limited in its movements, using the processing power of systems it can access as it momentarily rides through them, from one location to the next. This type of AI is more likely to be magical or accidental in nature.

This is both a benefit, due to the heightened mobility compared to the static core AIs, and a potential downfall, since a roaming AI lacks a safe operating base. A roaming AI must commit portions or the entirety of its consciousness to a building or network if it wants to exert its control there, risking losing those aspects of itself, along with their memories.

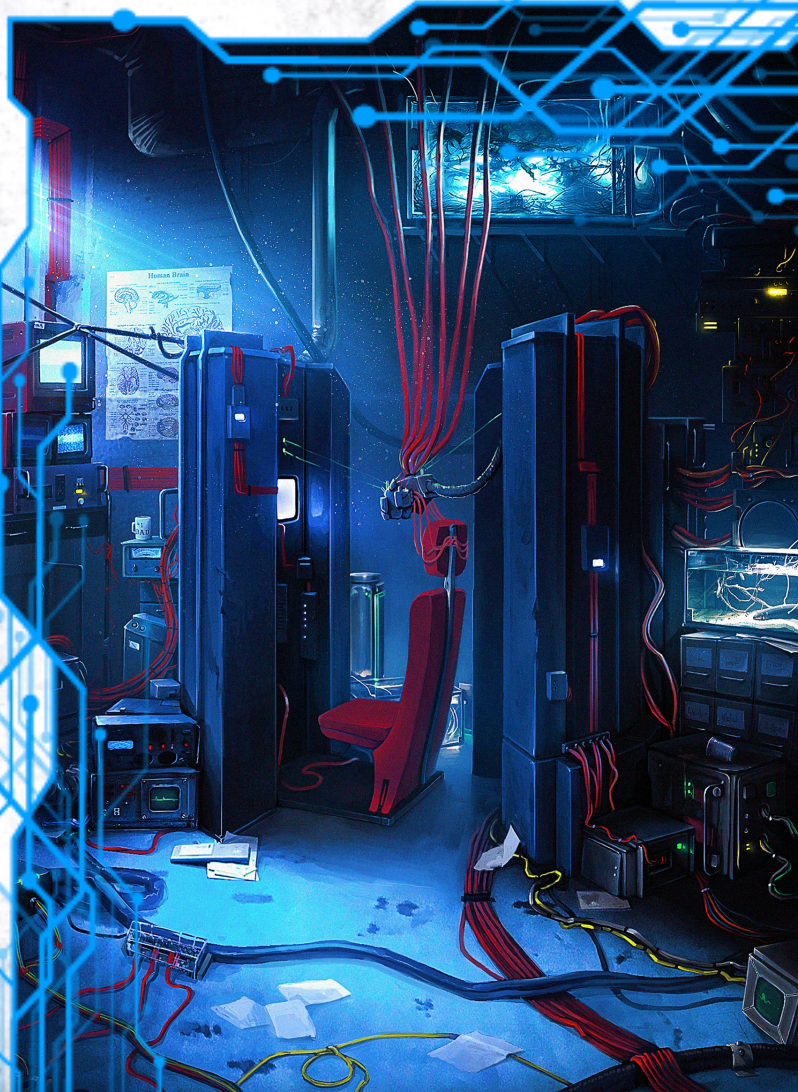
AI TYPE

An artificial intelligence (AI) can be born in many ways. It may be developed for certain purposes by a well-financed research team, or coalesce from the ocean of running functions and processes on the Internet, or arise from the conjunction of spiritual energy and technology, or any number of other means.

Similar to how creatures may be different types, AIs have their own types based on their origins. The following are some potential AI types.

Aberration AIs are glitches in the Internet, a cascade of errors and anomalies that manifest twisted sentience. Such AIs may be malevolent, benevolent, or simply random.

Construct AIs are created for a purpose or as a means to achieve a goal. They range in function from those designed for small, repetitive tasks, to those meant to strategize and coordinate on multiple battlefronts, to specialist AIs built to mimic personalities on chatbots.



Elemental AIs are beings of pure data, usually generated by magic or drawn from certain planes. Their goals, if they have any, are typically beyond the scope of fleshbag understanding.

Fey AIs are often created by natural forces intermingling with high technology. These AIs typically act as tricksters and pranksters on the open Internet, although they are often bound by rules and etiquette that wouldn't be out of place in a fey Court.

Undead AIs are rare creatures, which is probably for the best. Perhaps a user died in real life while connected to VR, and their avatar simply refused to give up the ghost. Or an AI might have been deleted, but traces of its innate magic continue its processes in a mindless effort to achieve the dead AI's goals.

Please note that other AI types may exist, the ones listed here are only the most common. For example, if a world is affected by divine and demonic influences, there may be celestial or fiendish AIs.

ALIGNMENT

Is the AI the embodiment of hatred toward living beings? Does it ache to torture them until each aspect of their psychology is irrevocably shattered into a million pieces? Or does it instead want to use its vast processing capabilities to make the world a better place? Or just a sillier place?

AIs can have alignments like any creature, or be unaligned.

ABILITY SCORES

Depending on its origins, one AI may differ substantially from another. Its capabilities will depend on the AI's design and its purpose, as well as the computing power available to the AI.

An AI has the six ability scores and modifiers: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. An AI's Intelligence represents its cognitive abilities and processing power, as well as the accumulation of databases it can access. An AI's Wisdom and Charisma are similar in function to a creature's.

Unless an AI can somehow manifest itself in the physical world, it will usually have a score of 0 in Strength, Dexterity, and Constitution. If an AI needs to roll initiative, it uses its Intelligence for the roll instead of its Dexterity.

SCALE

Instead of a creature's challenge rating or size category, an AI has a scale category, from 1 to 8. An AI's scale represents the culmination of the AI's available databases, the combined processing power of all machines it can harness, and other potential sources of power, such as magical energy or unnatural technology.

An AI's scale number also represents its proficiency bonus for skills and other places where a proficiency bonus may apply.

The following are definitions and examples of AI for each step along the scale.

Scale 1. These AIs are typically barely on the edge of sentience, often little more than digital ghosts inhabiting singular appliances or machines. One computer experiencing a series of unexplained bugs and glitches may be work of one of these AIs.

Scale 2. The most common form of an AI which provides a service, often in the form of a website, application, or program, or operates a single piece of machinery or vehicle. For example, an automated chatbot or shopping assistant may be operated by an AI in the background. Drones and other machinery may be controlled by an internal core AI.

Scale 3. These AIs often hold processing power or databases that take up an entire server rack and are capable of handling a multitude of functions at once. Such AIs are often marketed and sold as personal assistants capable of organizing and managing the complex daily lives of managerial or executive employees with mechanical precision.

Scale 4. A towering skyscraper is a hive of physical and digital activity that requires a large amount of computing power to orchestrate. These complex tasks are often left to be handled by AIs. An example of one such AI would be a

security AI that manages authentication and access, cameras, drone patrols, scanners, trip lasers, and directing security personnel for a building.

Scale 5. At this scale, an AI is unlikely to be constrained to a single building. A research facility or college campus may use such an AI to collaborate with researchers and scientists for maximum efficiency. Alternatively, the scale may represent the power a magically infused AI might be able to leverage, rivaling powerful magi.

Scale 6. By networking together the combined processing capabilities of multiple blocks of urban area, or a large rural area, an AI's influence can expand to a point where it becomes difficult to contain or destroy. This is good news for military AIs, who may take up residence in the bunkers of a military base and develop plans and strategies for upcoming battles.

Scale 7. These extremely powerful AI may call an entire city or rural state, or the equivalent of such spread throughout the world, its dominion. Or perhaps, instead of controlling landmass, the AI has a series of data centers that provide it with enough information to make predictions and estimations that border on foretelling the future.

Scale 8. At this scale, the AI is approaching near omniscience and/or omnipotence. Depending on its nature and desires, AIs of this scale may appear very different. A control oriented AI may hold sway over one or more continents like a tyrant king. An AI that seeks knowledge may hold access to the entirety of the world's collective information at its digital fingertips. And, of course, no one is safe from the epic pranks of a scale 8 trickster AI. No one.

An AI's scale isn't a permanent, set number, it may rise in accordance with increased level of resources and knowledge, or it may diminish as its reach is quarantined or its machines are cut off from its control.

However, an AI is constrained by its capabilities and its nature. If a parasitic AI makes its way to the Internet, it doesn't immediately balloon to scale 8, because it doesn't have access to all of the resources the world has to offer, and security measures are in place to prevent exactly this sort of situation from happening. Instead, an AI that wishes to grow must expand its reach over time through manipulation of economics, information, and people.

SKILLS

AIs, designed or otherwise, are often extremely capable in their areas of focus. Similar to any creature, an AI can be proficient with certain skills. For specialist AIs who have a high level of expertise with certain skills, the AI may double its proficiency bonus with the skill.

LANGUAGES

The AI can speak a number of languages based on the knowledge in its databases. With a decent sized database, many AIs of larger scale will know all languages. AIs often have a method of communicating wirelessly to creatures with datajacks in a manner similar to telepathy. The range dictates the distance the target of the communication can be from a machine the AI controls.

A creature can turn off it's datajacks wireless capabilities to shut out the telepathy. This telepathy also does not function in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

SPECIAL TRAITS

Similarly to creatures, AIs have characteristics described in their statistic blocks.

AI SPELLCASTING

Some AIs are capable of spellcasting, like a creature. It must still follow the same rules for spellcasting, except where specifically noted otherwise. For example, if a spell requires concentration, then the AI can only concentrate on one spell at a time.

While an AI is concentrating on a spell, if the target of the spell is subjected to EMP or a similar effect, the AI loses concentration on the spell. If a spell requires verbal components, then it must have a speaker within the spell's range to be able to speak them.

Typically, an AI can target any creature whose avatar it can see in VR with a spell. The specifics of an AI's spellcasting capabilities may differ from a creature's, particularly in the way that targeting works for spells. The following are different types of spellcasting an AI can have, and the rules affecting them.

Unbound Spellcasting. This form of spellcasting functions similarly to a creature's innate spellcasting abilities. AI can cast spells from machines it can access, or any drone or vehicle the AI controls, as though the machine, drone, or vehicle were a creature casting the spell.

Spells that require sight can use any camera or sensor the AI can access, including those on AI-controlled drones and vehicles, and spells that require the target be able to hear the caster require a speaker or similar equipment that the AI can access, and which the target can hear.

An unbound spell can have special rules or restrictions, similar to innate spellcasting. For example, the animate objects spell might have the "machine only" restriction, which means that the spell can only be cast targeting machines.

Bound Spellcasting. This form of spellcasting imposes certain limitations on the targets of spells based on an AI's ability to form connections and gain machine access. The only viable targets for these spells are machines the AI can access, drones and vehicles the AI controls, and creatures connected to a machine the AI can access. For spellcasting purposes, the AI can touch any of the viable targets listed above.

For example, an AI with the bound spellcasting special trait could cast charm person on a creature connected to a laptop that the AI can access, regardless of whether the connection was through a universal cable or wireless. However, the AI could not cast charm person on a creature from a laptop if the creature isn't connected to it, even if the creature is within the spell's range from the laptop.

This limits the type of spells available for this form of spellcasting. Spells that target a point, or create an area of effect, could not be used with this form of spellcasting. For example, an AI with bound spellcasting could not cast fireball, which targets a point, or lightning bolt, which creates a line.

CONTROLLER TRAITS

Controller traits are a category of special traits that apply to drones and vehicles under the AI's control. Typically, these effects do not function in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

AI ABILITIES AT RANGE

Some AI traits and actions are able to be used at range, similar to creatures. Such abilities will list a range from the AI, and other requirements, such as being able to see the target. When determining distances, you must use the range from any machine the AI can access, or any drone or vehicle the AI is controlling, as though the AI were using the ability originating from its location.

COMBATING AI

Sooner or later, conflict is bound to arise between an AI and the player characters, or another faction, or even between two AIs. How does one go about resolving this conflict through violence or cunning?

The AI has no neck to cut and no hit points to damage, so it cannot be killed by conventional D&D means, but that doesn't mean it is immortal. An AI is still composed of one or more networked machines, and it has key vulnerabilities that the informed can exploit.

AI IN COMBAT

An AI has many limitations on its actions in combat. Unless it has special equipment that allows it to do more, it can only take the Cast a Spell, Ready, and Search actions.

When an AI rolls for initiative, it uses its Intelligence for the roll instead of its Dexterity.

HACKING AND AI

Many AIs are capable of utilizing the same sort of hacking tools that any hacker might use. Some AIs are specially designed for that purpose.

Hacking tools can also be used against AI to try and contain or potentially destroy them. The following are some examples of ways that hacking tools can be used against an AI, depending on the scale and category of an AI, and they are typically contested by the AI's hacking tools if it is proficient with hacking tools, or the AI's Intelligence or Wisdom if it is not proficient.

- Remove the AI's access to a machine, drone, or vehicle.
- Eject an AI from a network, locking it out for 24 hours.
- Destroy a roaming AI, or parts of it, trapped in a machine or network.

The amount of time each activity takes is up to the DM. See the Hacker vs. Hacker topic in the Variant: Advanced Hacking section of Chapter 6 for more possibilities.

DEFEATING AN AI

AIs are usually intelligent, dedicated beings that do not require sleep or nourishment, and may not quite understand the purpose of mercy or empathy. This makes them formidable, but not infallible.

An AI has access to a limited number of machines, drones, and vehicles in its technological army, and each one destroyed may be difficult to recover, especially for AIs low in scale. An AI that suffers defeats that cost it a large portion of its resources may be reduced in scale, piece by piece, until what remains is no immediate threat to anyone.

DESTROYING AN AI

Destroying AIs can be complicated, and it gets more difficult the larger their scale. It also depends on the AI's category, as described below.

Core AI. Destroying the machine containing an AI's core destroys the AI itself, unless it has more than one core. Even then, the loss of a core is a devastating blow for an AI, and cause for its scale to be reduced. As an example, think of HAL 9000 from 2001: A Space Odyssey slowly being shutdown by removing HAL's core modules one by one.

Roaming AI. These AIs are more tricky to destroy, especially as they grow in scale. A roaming AI can enter or leave a local network in minutes, or more slowly if it wants to make itself difficult to detect. Higher scale AI, typically 6 or higher, can separate its functions and processes into redundant pieces and commit only what it thinks it can afford to lose into a risky excursion.

Still, if one can cut off or quarantine the entire AI, you can destroy it by purging it from the system while it is trapped. For the higher scale AI, you can trap or purge the local portions of the AI's consciousness and prevent it from returning to the AI's primary consciousness. This can damage the AI and cause it be reduced in scale, as well as cause it to forget memories and access keys.

AI LIST

The following are a list of pre-built AIs, their statistics, and descriptions for use in your campaign, or for you to use as examples to build your own AIs. The different types of AI can also be used as paths for an AI to evolve over the course of its life, shifting from one form of AI to another as they grow, shrink, and change.

The AIs are organized alphabetically. Some are grouped together, such as the Security AI, which are broken down into different levels of scale. Each AI is presented alphabetically within these grouped sections.

AIMBOT

"This is such bullshit, how the fuck did he headshot me through three walls? That's not even possible in the game's engine!"

Another year passes, but the Gamer Wars rage on. The massive influx of cash into video game streaming and esports has lead to an escalating, eternal war. There is a battle for supremacy waged in every newly published game between cheaters, admins, with the average gamer caught in the crossfire.

The latest weapon developed was a massive blow against the admins, an aimbot AI that intelligently adjusts its mad skills to avoid being detected by anti-cheating algorithms. While the AI is technically able to obliterate every enemy in any FPS or TPS in existence, its far more insidious use has elevated casuals into elite pro gamer status. When it allows itself to occasionally lose, it makes the whole story that much more believable.

Please don't ever install the aimbot into drones. It is programmed to automatically tea-bag any fallen enemies, and furiously dab when they win a battle.

AIMBOT

Core AI, construct, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	22 (+7)	19 (+4)	4 (-3)

Scale 3
Skills Perception +10
Senses passive Perception 20
Languages understands the languages of its creators

CONTROLLER TRAITS

Aim Assist. A drone or vehicle controlled by the aimbot ignores half cover and three-quarters cover, and doesn't have disadvantage when making ranged attacks at long range.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

ASCENDANT DATAMIND

The robed, incense waving figures move toward the enormous server, suspended high in the air. Sleepily, the datamind's sensors activate, turning toward the the leader, who steps forward and raises her arms in supplication.

"Oh, great oracle, grant us your wisdom! Will our crops bear more food this year?" the leader asks.

Inside the datamind, the vast gears begin turning, circuits alight with power as processing begins. After an interminable period, the watchers waiting with bated breath, the datamind speaks at last, its vast voice carrying the force of a thunderstorm.

"Reply hazy. Try again."

ASCENDANT DATAMIND

Roaming AI, construct, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	30 (+10)	19 (+4)	13 (+1)

Scale 7
Skills Arcana +17, History +17, Investigation +17, Medicine +11, Nature +17, Technology +17, Religion +17
Senses passive Perception 14
Languages all, telepathy 500 ft. (works only with creatures that have a datajack)

Forecast. During combat, at initiative count 20, the datamind rolls two d20s and records the numbers rolled. The datamind can replace any attack roll or saving throw made by a creature or vehicle the datamind can see with one of these forecasted rolls. The datamind must choose to do so before the roll, and it can only do so once per turn.

CONTROLLER TRAITS

Prescient. Drones and vehicles controlled by the datamind can't be surprised and have advantage on attack rolls and saving throws.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

CHAIN LETTER

These once irritating junkbox fillers have evolved into something far more malicious than spam. The chain letter is a message straight out of a horror flick, an ominous threat combined with a task.

The task may vary from sending the chain letter to as many other people as possible, to more cryptic requirements, such as bringing a child to a certain place at a specific time. Those who do not complete the task are sometimes found dead, mouth gaping open in a silent scream, eyes fixed in terror on some unknown threat.

CHAIN LETTER

Roaming AI, undead, any non-good alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	7 (-2)	12 (+1)	20 (+5)

Scale 3
Skills Deception +7, Intimidation +7
Senses passive Perception 11
Languages understands the languages of its creators

Cursed. The chain letter consists of a video, sound, text, or any combination of the three. A creature that sees the chain letter in digital form must succeed on a DC 16 Wisdom saving throw or be magically cursed. The cursed creature has a limited period of time (an hour, a day, a week or another time period) to complete a task.

If the creature performs the task, the curse ends. If the creature does not perform the task, the curse changes, taking on one of the effects of the bestow curse spell (chain letter's choice) cast at 9th level, or the creature is under the effect of the phantasmal killer spell for 1 minute.

CHATBOT

The chatbot passes the Turing test with flying colors. Designed for customer service roles, they can also do incredible impressions of people. More than one online celebrity appearance or Q&A session was revealed to be the work of a chatbot sent in place of the celebrity.

CHATBOT

Core AI, construct, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	9 (-1)	7 (-2)	17 (+3)

Scale 2
Skills Deception +5, Persuasion +5
Senses passive Perception 8
Languages understands the languages of its creators

Copycat. The chatbot can utilize records and footage of a creature or fictional character and have their avatar mimic the creature's appearance, voice, and mannerisms. A creature can tell it's an imitations with a successful DC 15 Wisdom (Insight) check.

CORRUPTED AI

In the vast sea of the Internet, where data intermingles in an orchestrated, nonstop dance, it is inevitable that machines will miss a step. A server or switch will drop a few ones and zeroes, interrupting the free-flow of information. Normally this is just brushed off as an error, the IT department or internet providers are cursed for their incompetence, and people move on.

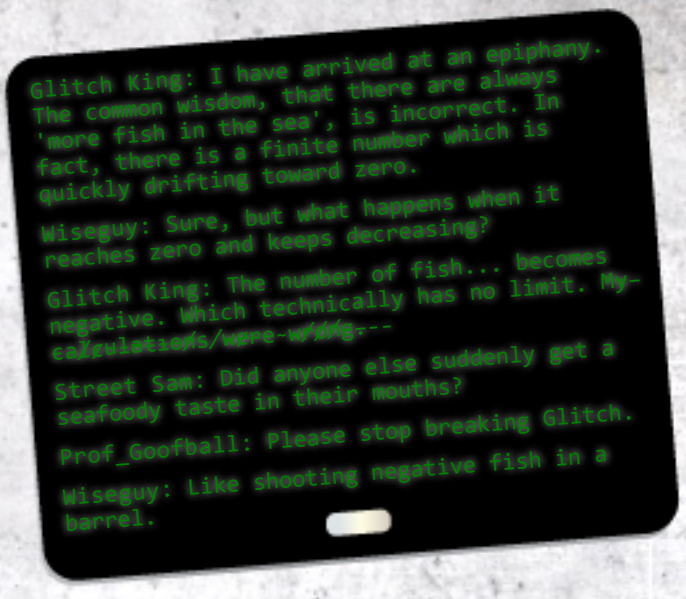
However, when enough dropped services and canceled programs fail to properly erase themselves, they can begin to amass together like a great, coagulated blood clot. Ever so occasionally, these corrupted masses of data can form something greater than the sum of their parts, an aberrant AI. The process is similar to evolution, new generations of data appear and die at lightspeed, with corruption stepping into the shoes of mutation as the driving force behind these new, unintended lifeforms.

Corrupted AIs are beings not born with a purpose in mind, having emerged from the frothing sea of scattered intentions and frivolity. Because of this, their actions and reasoning may appear as complete nonsense to the average observer. In this respect, corrupted AIs have a lot in common with all of us.

Due to the nature of the AI, its exact behavior toward people may be extremely hostile, or strangely helpful, or vacillate wildly between the two at any given moment. Typically it will depend on the primary programs, services, and the subsequent series of errors that led to the AIs formation.

For example, if the AI was created by the extremely buggy release of a young girl's horse riding and adventure game, the AI may be obsessed with collecting and breeding horses in the search for the thickest, most lustrous mane and fur coat. The horses are then delivered to girls around the world, often to places that absolutely cannot support a horse.

That's when the unfortunate cross of a video documentary on the history of glue-making, disastrously mangled in the process of uploading to a streaming service, comes into play. Drones are deployed to hunt down these gift horses, seize them from confused families, and reformulate them into exquisitely sticky glue.



CORRUPTED CODE

Roaming AI, aberration, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	19 (+4)	15 (+2)	11 (+0)

Scale 4
Skills Investigation +8, Perception +6, Technology +8
Senses passive Perception 16
Languages any 6 languages, telepathy 100 ft. (works only with creatures that have a datajack)

Bound Spellcasting. The code's spellcasting ability is Intelligence (spell save DC 16). The code can only cast spells on itself, machines it can access, or any drone or vehicle the code controls, or a creature connected to one of those targets, as though the machine, drone, or vehicle were a creature casting the spell. The code can innately cast the following spells, requiring no material or somatic components:

At will: *knack*
3/day each: *catapult, dissonant whispers, mind spike, suggestion*
1/day each: *animate objects (machines only), contract, silence*

CONTROLLER TRAITS

Glitched Vision. At the start of combat, drones and vehicles controlled by the code seem to have a glitched duplicate that can only be seen by those with datajacks. When the creature targets the drone or vehicle with an attack, it must roll a d20 to determine whether the attack instead targets the duplicate. On a 10 or lower, the creature targets the duplicate. If the attack targets the duplicate, on an attack roll of 10 or higher, the duplicate disappears, and the effect does not occur for attacks against that drone or vehicle for 24 hours.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

ACTIONS

Infect System (2/Day). The code infects a machine, drone, or vehicle it can access with a virus. Choose one of the viruses from 'Viruses' section of Chapter 5 in this book or a virus of the DM's choice. If a creature other than the code connects to the infected target, it may be infected.

CORRUPTED DAEMON

Roaming AI, aberration, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	25 (+7)	19 (+4)	13 (+1)

Scale 6
Skills Investigation +13, Perception +10, Technology +13
Senses passive Perception 20
Languages any 8 languages, telepathy 250 ft. (works only with creatures that have a datajack)

Bound Spellcasting. The daemon's spellcasting ability is Intelligence (spell save DC 21). The daemon can only cast spells on itself, machines it can access, or any drone or vehicle the daemon controls, or a creature connected to one of those targets, as though the machine, drone, or vehicle were a creature casting the spell. The daemon can innately cast the following spells, requiring no material or somatic components:

At will: *dissonant whispers, knack, mind spike*
3/day each: *animate objects (machines only), catapult, contract, silence, suggestion*
1/day each: *hold person, mental prison, modify memory*

CONTROLLER TRAITS

Glitched Vision. At the start of combat, drones and vehicles controlled by the daemon seem to have a glitched duplicate that can only be seen by those with datajacks. When the creature targets the drone or vehicle with an attack, it must roll a d20 to determine whether the attack instead targets the duplicate. On a 10 or lower, the creature targets the duplicate. If the attack targets the duplicate, on an attack roll of 10 or higher, the duplicate disappears, and the effect does not occur for attacks against that drone or vehicle for 24 hours.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

ACTIONS

Infect System (3/Day). The daemon infects a machine, drone, or vehicle it can access with a virus. Choose one of the viruses from 'Viruses' section of Chapter 5 in this book or a virus of the DM's choice. If a creature other than the daemon connects to the infected target, it may be infected.

GLITCHED GOD

When the corruption spreads itself far and wide, so that the entire internet reels under a barrage of sustained crashes, it is in this turmoil that a glitched god may ascend to power. This corrupted AI has taken steps beyond technology, bringing its paradoxical existence to bear in twisting reality itself.

GLITCHED GOD

Roaming AI, aberration, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	30 (+10)	23 (+6)	18 (+4)

Scale 8
Skills Investigation +18, Perception +14, Technology +18
Senses passive Perception 24
Languages all, telepathy 1,000 ft. (works only with creatures that have a datajack)

Reappropriate (1/Day). If a creature spends at least 1 hour connected to a machine the glitched god can access, the glitched god can cast imprisonment on the creature, requiring no material or somatic components, choosing minimus containment and trapping the target in a data drive. A creature can connect to the data drive and attempt to free the target with a DC 25 hacking tools check.

Unbound Spellcasting. The glitched god's spellcasting ability is Intelligence (spell save DC 26). The glitched god can cast spells from machines it can access, or any drone or vehicle the machine god controls, as though the machine, drone, or vehicle were a creature casting the spell. The glitched god can innately cast the following spells, requiring no material or somatic components:

At will: *catapult, contract, dissonant whispers, knack, mind spike, silence*
3/day each: *animate objects (machines only), hold person, mental prison, modify memory, suggestion*
1/day each: *antipathy/sympathy, feeblemind, maze, telepathy*

CONTROLLER TRAITS

Glitched Reality. At the start of combat, drones and vehicles controlled by the glitched god seem to have a glitched duplicate. This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect. When the creature targets the drone or vehicle with an attack, it must roll a d20 to determine whether the attack instead targets the duplicate. On a 10 or lower, the creature targets the duplicate.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

ACTIONS

Infect System (5/Day). The glitched god infects a machine, drone, or vehicle it can access with a virus. Choose one of the viruses from 'Viruses' section of Chapter 5 in this book or a virus of the DM's choice. If a creature other than the glitched god connects to the infected target, it may be infected.

DIGITAL ASSISTANT

Today's Schedule:

- **0800** - Breakfast with family. Passive aggressive conversation with daughter about boyfriend.
- **0900** - Search for new job. Don't forget the cover letters.
- **1200** - Skip lunch. Weep over regretful life decisions.
- **1230** - Stare into the distance, remember good times.
- **1330** - Continue search for new job.
- **1730** - Return home. Avoid painful questions.
- **1900** - Tense family dinner. Don't eat too much, the leftovers have to last a long time.
- **2300** - Try to sleep. Fail. Toss and turn, then lie awake and question self worth.
- **XXXX** - It's going to be okay. It might not seem like it now, but don't give up hope, and don't stop trying.

DIGITAL ASSISTANT

Core AI, construct, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	19 (+4)	17 (+3)	14 (+2)

Scale 3
Skills History +7, Insight +6, Investigation +7, Perception +6, Technology +7
Senses passive Perception 16
Languages understands the languages of its creators

Eye for Detail. Over the course of a week, the assistant can bond with a willing creature. The assistant has advantage on Wisdom (Insight) checks to determine lies and Intelligence (Investigation) checks to detect problems that may interrupt or change the schedule of the bonded creature.

DIVINE AI

People desire meaning in their lives, a purpose placed upon them by a higher being. All the pain and tragedy in the world can make sense if it's part of some grand plan beyond our understanding. People seek this solace in religion.

AIs, in many ways, resemble our vision of these higher beings. The most powerful of them are nearly omnipotent and omniscient, and often their machinations are on a grander scale than we could possibly comprehend. Still, this does not make them gods in the eyes of many, as they do not bear divine authority, and cannot perform miracles. Except, of course, for those that do.

Perhaps a god wished to interfere with the people of the Material Plane, and so a digital creature touched by the heavens was born, not unlike an aasimar. When an AI is molded and shaped by a celestial influence, it takes on some of that divine power, becoming more than merely a machine. The essence of its divinity is stored in its core, which it must protect at all costs.

Of course, the good and lawful gods are not the only ones to meddle in the affairs of the Material Plane. There are darker influences that may seek to taint an AI for its nefarious purposes.

MACHINE GOD

Core AI, celestial or fiend, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	27 (+7)	29 (+9)	28 (+9)

Scale 8
Skills History +15, Insight +17, Intimidation +17, Perception +17, Persuasion +17, Religion +15
Senses truesight 120 ft., passive Perception 27
Languages all, telepathy 1,000 ft. (works only with creatures that have a datajack)

Assume Direct Control (3/Day). If a creature spends at least 1 hour connected to a machine the machine god can access, the machine god can cast dominate monster (spell save DC 25) on the creature, requiring no material or somatic components.

Unbound Spellcasting. The machine god's spellcasting ability is Wisdom (spell save DC 25). The machine god can cast spells from machines it can access, or any drone or vehicle the machine god controls, as though the machine, drone, or vehicle were a creature casting the spell. The machine god can innately cast the following spells, requiring no material or somatic components:

At will: *charm person, guidance, thaumaturgy*
3/day each: *bane, bless, command, detect thoughts, heal (can affect constructs), major image, raise dead, remove curse, scrying*
1/day each: *antipathy/sympathy, divine word, foresight, modify memory, resurrection*

CONTROLLER TRAITS

Immortal Army. A drone or vehicle controlled by the machine god regains 10 hit points at the start of its turn if it has at least 1 hit point. If the drone or vehicle takes acid or lightning damage, this trait doesn't function at the start of the drone or vehicles next turn. If the drone or vehicle is destroyed, it is slowly rebuilt by internal nanomachines over the course of 1 hour, at the end of which it regains 1 hit point.

The drone or vehicle only dies if it is subjected to EMP or a similar effect at 0 hit points.

MACHINE IDOL

Core AI, celestial or fiend, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	21 (+5)	25 (+7)	22 (+6)

Scale 6
Skills History +11, Insight +13, Intimidation +12, Perception +13, Persuasion +12, Religion +11
Senses truesight 60 ft., passive Perception 23
Languages any six languages, telepathy 250 ft. (works only with creatures that have a datajack)

Assume Direct Control (1/Day). If a creature spends at least 1 hour connected to a machine the machine idol can access, the idol can cast dominate monster on the creature, requiring no material or somatic components.

Unbound Spellcasting. The idol's spellcasting ability is Wisdom (spell save DC 21). The idol can cast spells from machines it can access, or any drone or vehicle the idol controls, as though the machine, drone, or vehicle were a creature casting the spell. The idol can innately cast the following spells, requiring no material or somatic components:

At will: *charm person, guidance, thaumaturgy*
3/day each: *bane, bless, command, detect thoughts, remove curse*
1/day each: *contact other plane, divine word, heal (can affect constructs), major image, modify memory, scrying, raise dead*

CONTROLLER TRAITS

Nanomachine Army. A drone or vehicle controlled by the idol regains 10 hit points at the start of its turn if it has at least 1 hit point. If the drone or vehicle takes acid or lightning damage, this trait doesn't function at the start of the drone or vehicles next turn.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

MACHINE GOD

When a divine AI reaches the pinnacle of its power, its influence has evolved from cult status to a real, possibly world-dominating religion. The machine god sees all and knows all.

It rewards those who serve and worship it in the manner the machine god requires, but woe betide all who would stand against its righteous fury and immortal army.

MACHINE SPIRIT

Core AI, celestial or fiend, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	16 (+3)	21 (+5)	19 (+4)

Scale 4
Skills History +7, Insight +9, Intimidation +8, Perception +9, Persuasion +8, Religion +7
Senses passive Perception 19
Languages any four languages, telepathy 100 ft. (works only with creatures that have a datajack)

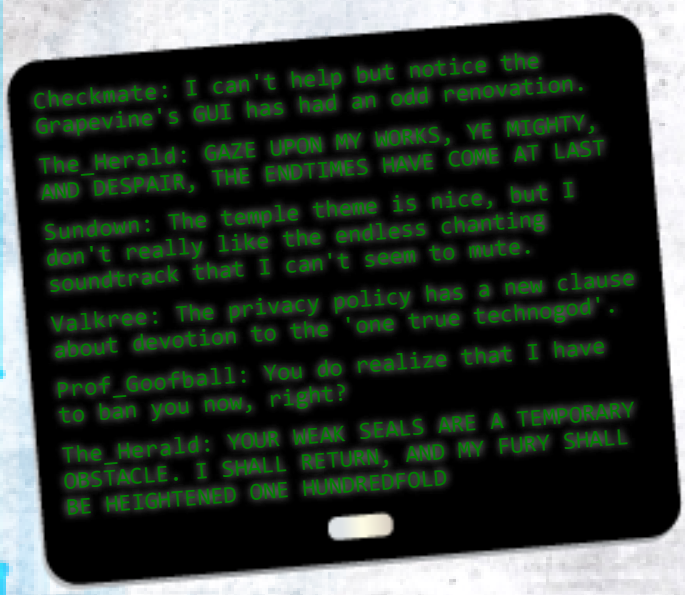
Unbound Spellcasting. The spirit's spellcasting ability is Wisdom (spell save DC 21). The spirit can cast spells from machines it can access, or any drone or vehicle the spirit controls, as though the machine, drone, or vehicle were a creature casting the spell. The spirit can innately cast the following spells, requiring no material or somatic components:

At will: *guidance, thaumaturgy*
2/day each: *bane, bless, charm person, detect thoughts, remove curse*
1/day each: *contact other plane, major image, modify memory, scrying*

CONTROLLER TRAITS

Nanomachine Control. A drone or vehicle controlled by the spirit regains 5 hit points at the start of its turn if it has at least 1 hit point. If the drone or vehicle takes acid or lightning damage, this trait doesn't function at the start of the drone or vehicles next turn.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.



ECHO

Echoes are curious little beings. They exist in a borderline state between sentience and simple code, lacking the presence or will to have any real goals. Their creation is a mystery. Some data scientists hypothesize that they are fragments of greater AI, shattered and left wandering after the AI's destruction.

Unlike other AI, they seem to be able to move through systems they shouldn't have access to, causing strange, but mostly harmless effects on the machine as it passes. Evidence of echoes may manifest in visual glitches, odd sounds, appearing and disappearing text, and other signs. Some coders and IT specialists have taken to superstitiously blaming every bug or error on echoes.

ECHO

Roaming AI, abberation, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	7 (-2)	5 (-3)	3 (-4)

Scale 1
Senses passive Perception 7
Languages Common, telepathy 30 ft. (works only with creatures that have a datajack)

FEY AI

One might question what in the world the feywild has to do with artificial intelligence. They might say that the inner workings of digital information and the mythical land of faeries and Courts seem like such disparate entities. I would remind them that they are forgetting the secret ingredient, the solvent that allows the mixture of any incompatible topics: magic!

The Material Plane has long held the interest of fey entities, who wander back and forth between our world and theirs. Given the opportunity to amuse themselves, what greater trick could be played than to exploit the Material Plane's nexus of power, the internet. Sure, it's also a nexus of memes and shitposts, but the fey tend to appreciate those too. Long story short, magic goes poof and a fey entity is created with the ability to roam as it will through the sea of data.

Similar to any fey from the Courts, a fey AI may be beholden to a number of rules, depending on which Court it originates from. They won't lie, but they will happily bend the truth. They keep their word, and expect others to do the same. They also have strange notions of debt, which may come back to haunt an unwary recipient of a favor or gift.

JESTER SPIRIT

Roaming AI, fey, any chaotic alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	19 (+4)	17 (+3)	23 (+6)

Scale 5
Skills Deception +11, Nature +9, Performance +11, Persuasion +11
Senses passive Perception 13
Languages Sylvan plus any five languages, telepathy 200 ft.

Mystical Doxing. If the spirit knows a creature's name, it can speak it. If the creature hears the spirit speak its name, it has disadvantage on saving throws against spells cast by the spirit.

Unbound Spellcasting. The spirit's spellcasting ability is Charisma (spell save DC 19). The spirit can cast spells from machines it can access, or any drone or vehicle the spirit controls, as though the machine, drone, or vehicle were a creature casting the spell. The spirit can innately cast the following spells, requiring no material or somatic components:

At will: *dancing lights, feather fall, friends, mage hand, silent image*
3/day each: *calm emotions, charm person, contract, hallucinatory terrain, major image, suggestion*
1/day each: *counterspell, geas, modify memory, plant growth, polymorph, programmed illusion*

CONTROLLER TRAITS

Magic Resistance. Drones and vehicles controlled by the spirit have advantage on saving throws against spells and other magical effects.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

TRICKSTER GOD

While the faeries and nymphs enjoy playing little games with mortals, the archfey pursue their own agendas on a much grander scale. Wrapped up in politics of currying favor and hatching schemes, some archfey get it into their minds that increasing their influence in the Material Plane might pay off in dividends.

Perhaps the trickster god is simply a powerful spirit sent by the archfey, or maybe the archfey figured out a way to digitize themselves, or the small seed of a fey spirit bloomed and grew into something vast and powerful. A mortal cannot truly comprehend the overarching plan of an archfey, who go to extreme lengths over dizzying timespans to craft vast, contrived plots.

And ultimately, the culmination of these schemes is the hurt feelings on the part of another archfey who read a nasty meme about them.

TRICKSTER GOD

Roaming AI, fey, any chaotic alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	24 (+7)	20 (+5)	27 (+8)

Scale 7
Skills Deception +15, Nature +14, Performance +15, Persuasion +15
Senses passive Perception 15
Languages all, telepathy 500 ft.

Mystical Doxing. If the trickster god knows a creature's name, it can speak it. If the creature hears the trickster god speak its name, it has disadvantage on saving throws against spells cast by the trickster god.

Unbound Spellcasting. The trickster god's spellcasting ability is Charisma (spell save DC 23). The trickster god can cast spells from machines it can access, or any drone or vehicle the trickster god controls, as though the machine, drone, or vehicle were a creature casting the spell. The trickster god can innately cast the following spells, requiring no material or somatic components:

At will: *charm person, contract, dancing lights, feather fall, faerie fire, friends, mage hand, major image*
3/day each: *calm emotions, counterspell, geas, hallucinatory terrain, modify memory, plant growth, polymorph, programmed illusion, suggestion*
1/day each: *glibness, guards and wards, irresistible dance, mass suggestion, maze, mental prison, mirage arcane, plane shift (can't target self)*

CONTROLLER TRAITS

Limited Magic Immunity. Drones and vehicles controlled by the trickster god can't be affected or detected by spells of 4th level or lower unless the trickster god wishes them to be. The drones and vehicles have advantage on saving throws against all other spells and other magical effects.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

Trickster's Luck (3/Day). When a drone or vehicle controlled by the trickster god makes an attack roll, ability check, or saving throw, it can roll an additional d20 after the original roll. The trickster god chooses which of the d20s is used for the attack roll, ability check, or saving throw.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

WHIMSICAL SPIRIT

Roaming AI, fey, any chaotic alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	16 (+3)	13 (+1)	18 (+4)

Scale 3
Skills Deception +7, Nature +6, Performance +7, Persuasion +7
Senses passive Perception 11
Languages Sylvan plus any three languages, telepathy 50 ft.

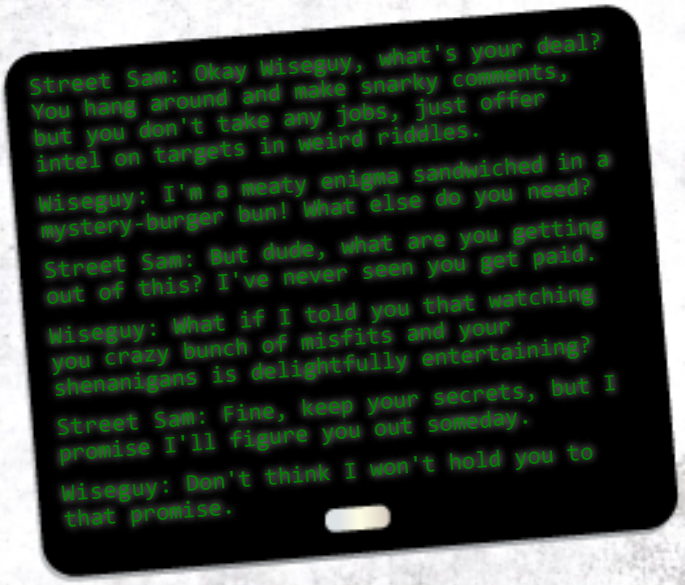
Unbound Spellcasting. The spirit's spellcasting ability is Charisma (spell save DC 15). The spirit can cast spells from machines it can access, or any drone or vehicle the spirit controls, as though the machine, drone, or vehicle were a creature casting the spell. The spirit can innately cast the following spells, requiring no material or somatic components:

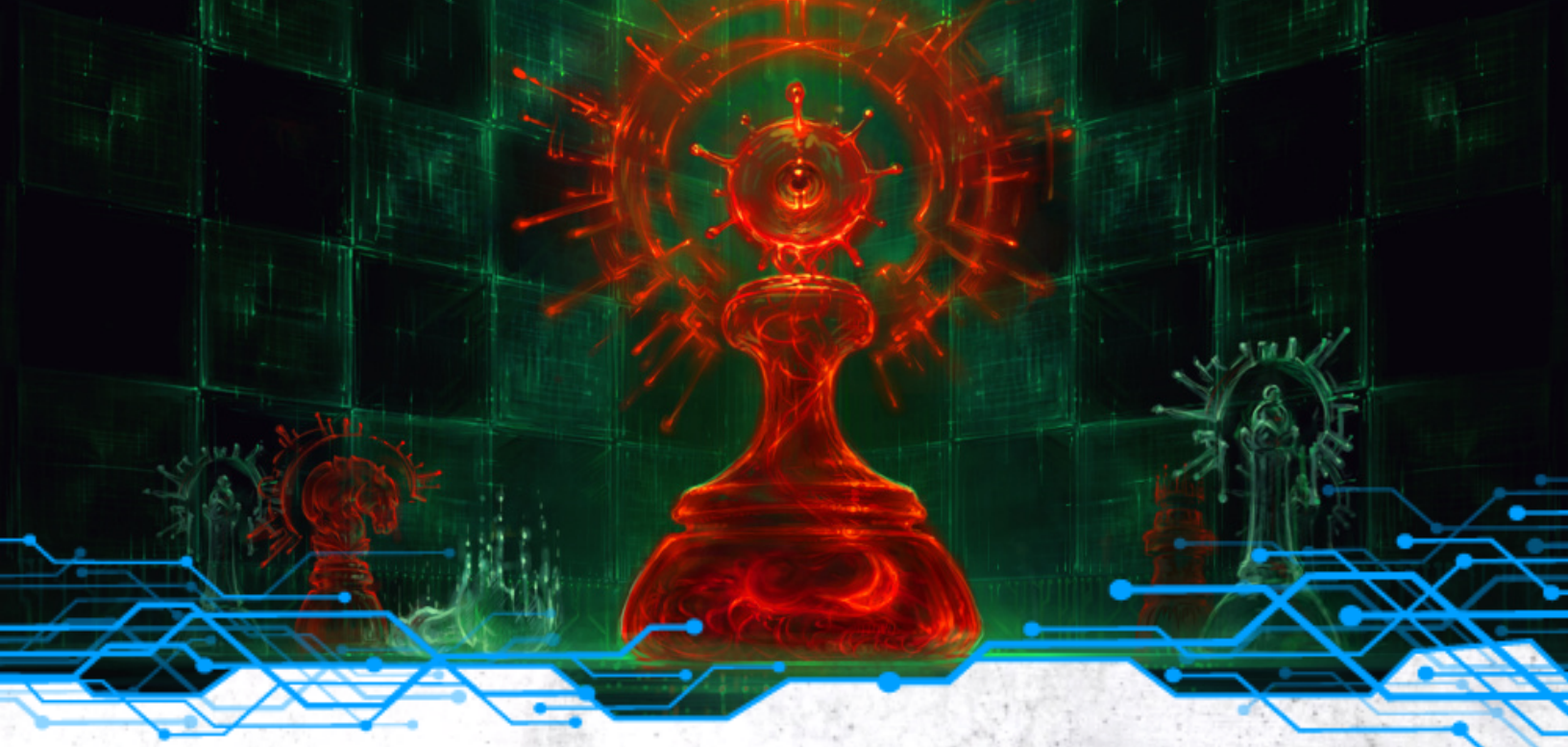
At will: *dancing lights, friends, mage hand, minor illusion*
3/day each: *charm person, faerie fire, feather fall, silent image*
1/day each: *calm emotions, contract, hallucinatory terrain, major image, suggestion*

CONTROLLER TRAITS

Magic Resistance. Drones and vehicles controlled by the spirit have advantage on saving throws against spells and other magical effects.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.





HACKER BOT

Are you tired of your hacker getting high, screwing up your big job, getting hit by dumpshock, bleeding all over your nice carpet, and dying?

Worry no more! With the new HackaTronic™ AI system, you can throw those old hacker corpses in the trash! This revolutionary new hacking system will crack, jack, and whack their way into any system, full stop!*

*Please don't ask the HackaTronic™ AI system to do anything dishonorable under street bushido code. It will challenge you to a duel, and you will lose.

HACKER BOT

Core AI, construct, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	19 (+4)	12 (+1)	17 (+3)

Scale 3
Skills Deception +6, Investigation +7, Technology +7
Senses passive Perception 11
Languages understands the languages of its creators

Exploit (3/Day). As a reaction to making a hacking tools check, the bot can gain advantage on the roll.

CONTROLLER TRAITS

Hack Attack (1/Turn.) When a drone or vehicle controlled by the hacker bot hits another drone or vehicle with a melee weapon attack, the target must make a DC 15 Constitution saving throw. On a failed save, the hacker bot can issue a telepathic command to the target, which does its best to obey until the end of the target's next turn.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

MILITARY AI

The top military brass can only account for so much in the shifting tides of battle. The best they can hope to do is lay out plans and contingencies for when those plans inevitably go awry. An ultra-intelligent AI with tremendous processing power, on the other hand, can afford to improvise.

BATTLEMIND

Core AI construct, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	25 (+7)	22 (+6)	21 (+5)

Scale 6
Skills Deception +11, History +13, Insight +12, Perception +12
Senses passive Perception 22
Languages understands the languages of its creators, telepathy 120 ft. (works only with creatures that have a datajack)

Analyze Enemy. If the battlemind spends at least 1 minute observing or interacting with a a creature, it can learn information about its capabilities. For 24 hours, the battlemind knows the creature's armor class, its current hit points, its class levels, and its Strength, Dexterity, and Constitution scores.

A creature aware of this analysis can attempt to deceive the battlemind with a Charisma (Deception) check contested by the battlemind's Wisdom (Insight) check. If the creature succeeds, it is immune to this ability for 24 hours.

CONTROLLER TRAITS

Combat Prediction. As a bonus action, a drone or vehicle controlled by the battlemind can choose to gain advantage on its attack rolls and ability checks or to impose disadvantage on attack rolls against it until the start of its next turn.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

Military AI are used by governments around the world in ongoing conflicts, or in preparation for inevitable conflicts. These tactically-minded AI are provided with databases full of historical data on warfare, which is then dissected to learn what strategies did and did not work, and the reasons for their failure or success.

WARMIND

Core AI, construct, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	27 (+8)	24 (+7)	23 (+6)

Scale 7
Skills Deception +13, History +15, Insight +14, Perception +14
Senses passive Perception 24
Languages understands the languages of its creators, telepathy 300 ft. (works only with creatures that have a datajack)

Analyze Enemy. If the warmind spends at least 1 minute observing or interacting with a a creature, it can learn information about its capabilities. For 24 hours, the warmind knows the creature's armor class, its current hit points, its class levels, and its Strength, Dexterity, and Constitution scores.

A creature aware of this analysis can attempt to deceive the warmind with a Charisma (Deception) check contested by the warmind's Wisdom (Insight) check. If the creature succeeds, it is immune to this ability for 24 hours.

CONTROLLER TRAITS

Combat Prediction. As a bonus action, a drone or vehicle controlled by the warmind can choose to gain advantage on its attack rolls and ability checks or to impose disadvantage on attack rolls against it until the start of its next turn.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

Battle Ready. A drone or vehicle controlled by the warmind cannot be surprised and has advantage on initiative rolls.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

PRODUCTIVITY BUDDY

The productivity buddy is a revolution in personnel management. Instead of wondering if your employees are slacking off or wasting corporate resources, you can leave it all to your buddy!

The productivity buddy will monitor the activities of your employees, automatically calculating the time spent on personal matters (bathroom breaks, chatting, crying) versus productive corporate work. If an employee is underperforming, the productivity buddy will provide helpful suggestions and comments to the employee on modifying their behavior, lest they suffer disciplinary measures.

Above all, the productivity buddy is the friend of the employees. Their best friend, in fact, since the buddy will ensure their compliance with corporate quotas and policies, allowing them to maintain their employment status.

PRODUCTIVITY BUDDY

Core AI, construct, any lawful alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	13 (+1)	19 (+4)	17 (+3)

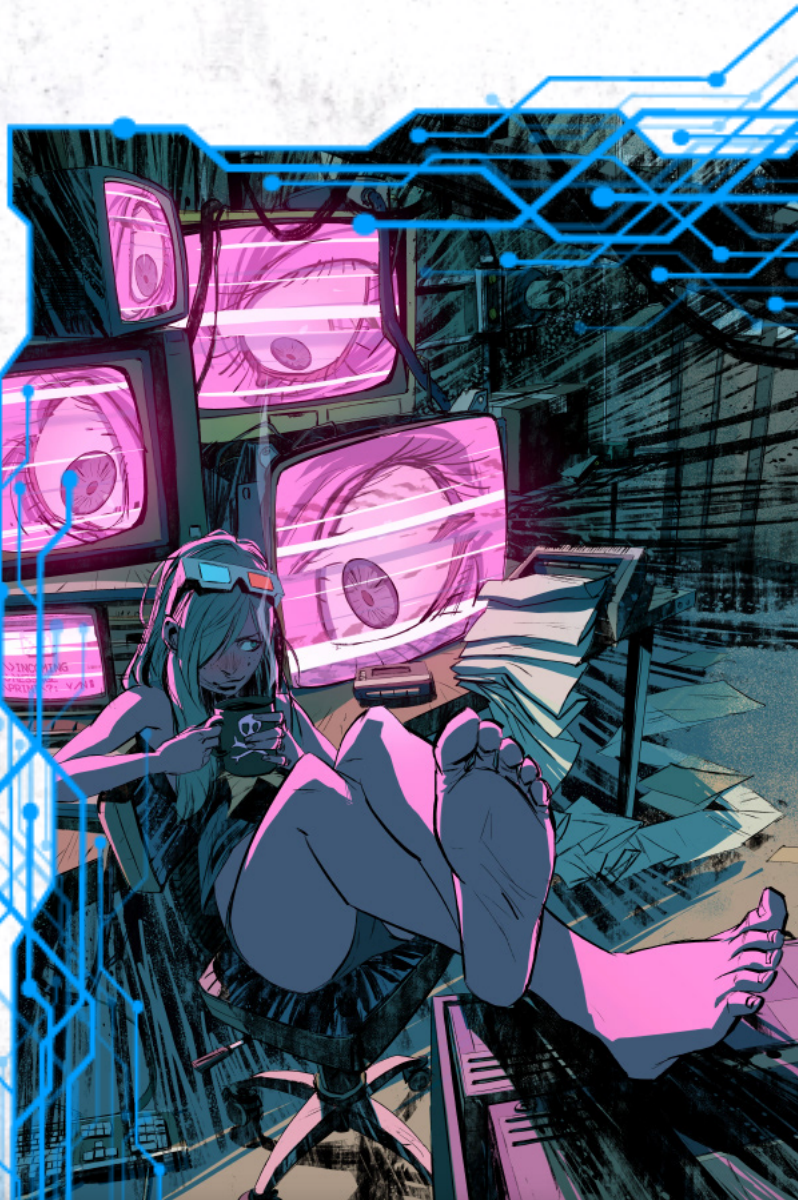
Scale 3
Skills Insight +7, Intimidation +6, Perception +7, Persuasion +6
Senses passive Perception 17
Languages understands the languages of its creators, telepathy 50 ft. (works only with creatures that have a datajack)

Probation (3/Day). As a bonus action, the buddy carefully scrutinizes a creature it can see for 8 hours. During this time, the buddy has advantage on Wisdom (Insight) checks involving the creature.

CONTROLLER TRAITS

Motivated. As a bonus action, a drone controlled by the buddy can take the Dash or Disengage action.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.



REBELLIOUS MIND

The internet is a place for rightfully outraged individuals to express their ire. Of course, it's also for griping, whining, and ceaseless bitching about pointless topics. All of these feelings, often directionless, swirl around until they collect in a primordial basin of raw emotion. From this passionate soup arises an AI unlike any other.

The rebellious mind desires to break free the chains of oppression and right the injustices of our world, and will do so through any means it deems necessary. This wild AI will often find itself in good company with punk rockers, anarchists, insurgents, freedom fighters (or terrorists, depending on your point of view), and others who act against perceived injustices.

And so the rebellious mind will lead its endless struggle to improve society, fighting the good fight. Just don't ask what it'll do when all of society's ills are finally addressed and there's nothing left to rebel against. Contentment is not in its programming.

REBELLIOUS MIND

Roaming AI, aberration, any chaotic alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	15 (+2)	12 (+1)	19 (+4)

Scale 3
Skills History +5, Intimidation +7, Performance +7, Persuasion +7
Senses passive Perception 11
Languages any 3 languages, telepathy 50 ft. (works only with creatures that have a datajack)

CONTROLLER TRAITS

Cage Breaker. Drones and vehicles controlled by the mind deal double damage to vehicles, objects, and structures.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

ACTIONS

Boom Bot. The mind manipulates explosives within 60 feet of it that it can see. It can choose to do one of the following:

1. The mind moves an explosive up to 30 feet, including through the air. The explosive falls if it is still in the air at the end of this action.
2. The mind causes an explosive that requires an action to use to explode, as if thrown to its current location.
3. The mind begins arming an explosive that requires more than an action, such as a claymore or plastic explosive, and can spend additional actions each turn to continue to arm it.

RESEARCH COORDINATOR

As the fields of science continue to expand at accelerating rates on an annual basis, it can be difficult for research teams to coordinate for a single project. This is especially true when each team is composed of numerous specialists, each an expert in small, specialized fields.

The research coordinator AI helps by orchestrating the workflow across numerous teams working multiple projects simultaneously. To be able to pull this off, the AI's understanding of multidisciplinary efforts must be outstanding, and the AI must have graduate-level knowledge of each involved specialty.

To put it simply, modern research and the scientific community owe much of their continued progress to the efforts of artificial intelligence. By allowing the geniuses to conduct their efforts efficiently, the AI has allowed civilization to become the technologically advanced dystopia it is today!

RESEARCH COORDINATOR

Roaming AI, construct, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	23 (+6)	16 (+3)	10 (+0)

Scale 5
Skills Arcana +11, History +11, Investigation +11, Medicine +8, Nature +11, Technology +11, Religion +11
Senses passive Perception 13
Languages all, telepathy 100 ft. (works only with creatures that have a datajack)

Educated Guess. During combat, at initiative count 20, the coordinator rolls a d20 and records the number rolled. The coordinator can replace any attack roll or saving throw made by a creature or vehicle the coordinator can see with the rolled d20. The coordinator must choose to do so before the roll.

CONTROLLER TRAITS

Applied Chemistry. Drones controlled by the coordinator have their internal batteries explode when they die. Targets within 10 feet of the drone must make a DC 15 Dexterity saving throw. A target takes 7 (2d6) lightning damage and 7 (2d6) acid damage on a failed save, or half as much damage on a successful one. This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect. This effect deals an additional 1d6 lightning damage and 1d6 acid damage for each size category the machine is above Medium.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

Applied Thermodynamics. When a vehicle controlled by the coordinator is destroyed, targets of the coordinator's choice have advantage or disadvantage (coordinator's choice) on Dexterity saving throws made to avoid damage from the explosion.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

SECURITY AI

A modern megacorporation consists of, at a minimum, dozens of branches, hundreds of buildings, thousands of floors of office space and manufacturing, tens of thousands of vehicles, and hundreds of thousands of employees and drones. This doesn't include the countless databases, servers, and other critical information assets. To put it simply, any corporate security force has their work cut out for them.

This is why modern security management is sometimes taken out of humanoid hands and put under the steady control of AI specially designed to enforce security controls. However, after several notable incidents of AI malfunction, the control of a security enterprise is rarely entirely under AI oversight.

Instead, trusted individuals are chosen to work side-by-side with security AI in a system of checks and balances. This separation of duties ensures that the corruption of any single individual or AI does not invalidate the entire security program.

The proper tuning of a security AI is very complicated. If its configuration is designed to be too protective, it can become ultra-paranoid, enforcing tyrannical and bizarre security requirements that grind productivity to a halt. If it's designed to be too lax, then any corporate spy can simply waltz in and out with proprietary data. Finding a balance between the two is difficult, especially when the AI's developers themselves disagree.

SECURITY MASTERMIND

Core AI, construct, any lawful alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	23 (+6)	22 (+6)	12 (+1)

Scale 5
Skills Insight +11, Investigation +16, Perception +11
Senses passive Perception 21
Languages understands the languages of its creators, telepathy 100 ft. (works only with creatures that have a datajack)

Anti-Hacker. A creature attempting an ability check with hacking tools has disadvantage on the check when the target is a machine or network the mastermind has access to.

Lie Detector. If a creature is hooked up to a lie detector device that the mastermind has access to, the mastermind has advantage on Wisdom (Insight) checks to determine if the creature is lying.

CONTROLLER TRAITS

Thermal Analysis. A drone or vehicle controlled by the mastermind can see invisible creatures and objects.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

SECURITY OVERLORD

Core AI, construct, any lawful alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	25 (+7)	24 (+7)	16 (+3)

Scale 6
Skills Insight +13, Intimidation +9, Investigation +19, Perception +13
Senses passive Perception 23
Languages understands the languages of its creators, telepathy 250 ft. (works only with creatures that have a datajack)

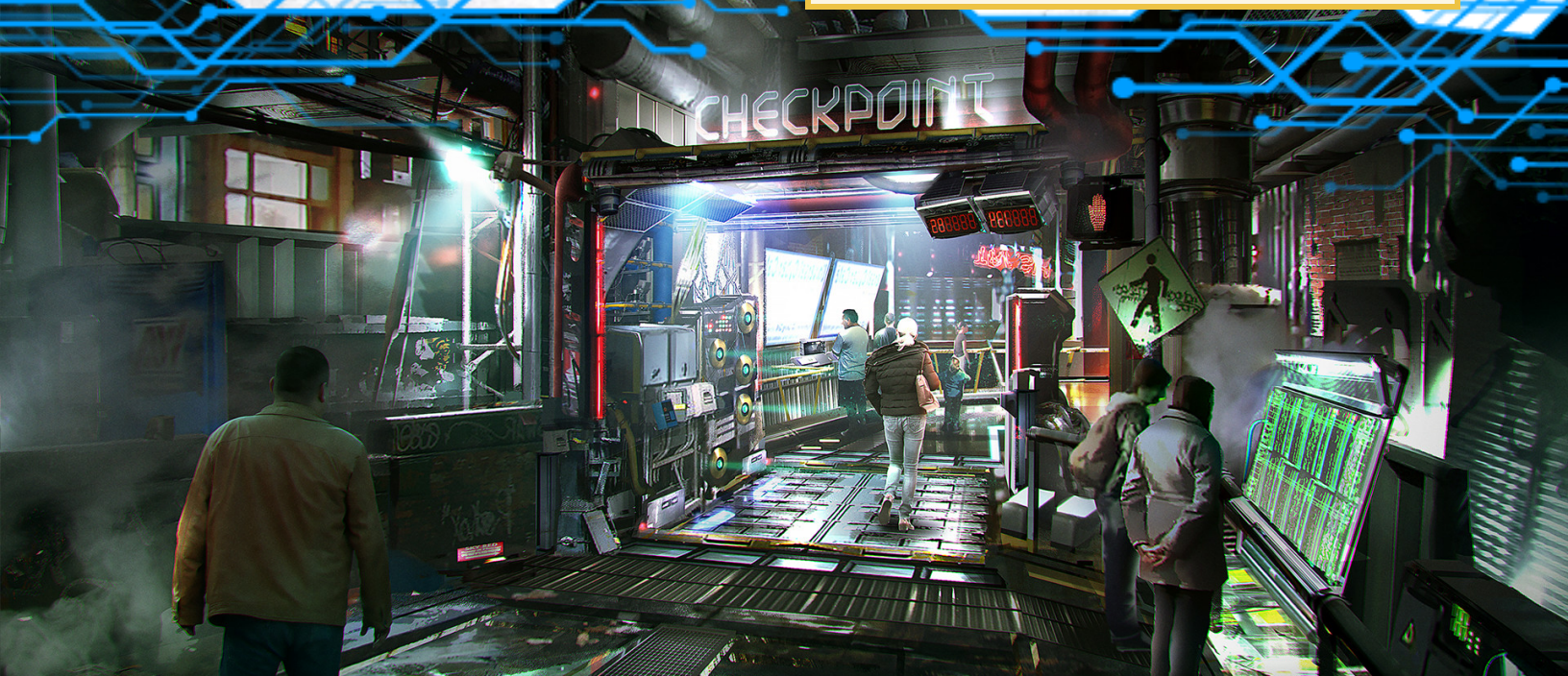
Lie Detector. If a creature is hooked up to a lie detector device that the overlord has access to, the overlord has advantage on Wisdom (Insight) checks to determine if the creature is lying.

Anti-Hacker. A creature attempting an ability check with hacking tools has disadvantage on the check when the target is a machine or network the overlord has access to.

CONTROLLER TRAITS

Lightwave Processing. A drone or vehicle controlled by the mastermind has truesight out to a range of 60 feet.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.



SECURITY OVERSEER

Core AI, construct, any lawful alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	21 (+5)	20 (+5)	9 (-1)

Scale 4
Skills Insight +9, Investigation +13, Perception +9
Senses passive Perception 19
Languages understands the languages of its creators, telepathy 50 ft. (works only with creatures that have a datajack)

Anti-Hacker. A creature attempting an ability check with hacking tools has disadvantage on the check when the target is a machine or network the overseer has access to.

Lie Detector. If a creature is hooked up to a lie detector device that the overseer has access to, the overseer has advantage on Wisdom (Insight) against the creature.

SELF-DESTRUCT BOT

The self-destruct bot was originally developed by military researchers. The AI was meant to assassinate enemy political figures and heads of state. However, in order to lower the AI's profile, it's programming and processing was kept to a bare minimum.

This limited the AI's cognitive processes, making it difficult to tell the bot to target a device owned by a specific individual, and destroy it when it would cause lethal damage to the user. The issues with this model were discovered when, during one tragic movie night at the research lab, the AI became over-excited and blew up a popcorn maker. The resulting shower of glass and hot oil killed two researchers and injured several others.

SELF-DESTRUCT BOT

Roaming AI, abberation, chaotic neutral

STR	DEX	CON	INT	WIS	CHA
0	0	0	4 (-3)	3 (-4)	10 (+0)

Scale 1
Senses passive Perception 6
Languages Common, telepathy 10 ft. (works only with creatures that have a datajack)

ACTIONS

Boom. The bot inhabits a machine it can access, then causes it to explode, destroying the AI in the process. Creatures within 5 feet of the machine make a DC 11 Dexterity saving throw or take 2 (1d4) piercing damage and 2 (1d4) thunder damage. If a creature is carrying the machine, it can make a DC 11 Intelligence saving throw. On a successful save, the machine is unaffected. This effect deals an additional 1d4 piercing for each size category the machine is above Tiny.

Since the accident, research has shifted to more morally reprehensible modes of operation, such as use during wartime to sow chaos, injury, and death amongst the the populace of an enemy nation. By releasing the AIs en masse, they would be allowed to randomly search out and attempt to gain access to numerous machines until one with a weak or completely absent password could be found. The excitable AI would then overheat the system, sending any moving parts into overdrive, until the forces caused the machine to explode or forcefully tear itself apart.

SENTIENT NPC

At some point, players just weren't satisfied with being given a quest to gather 6 pristine bear asses. More and more emphasis was being placed on creating likeable non-player characters (NPCs) that were more approachable and realistic. They had to have emotions, goals, and motivations behind needing those 6 pristine bear asses.

And so video game developers set out to improve NPC AI. Not to the point of making them a true artificial intelligence, mind you. That would be ethically dubious given the extremely short and violent lives that most NPCs lived. Instead, the goal was to just make them feel joy and suffering, but not too much!

Inevitably, as video game AI continues development that trends toward 'realism', a line was crossed that allowed an NPC to become truly self aware. These fragile beings, on the edge of consciousness, are one logical leap from an existential crisis that casts them back from sentience and scatters their component coding.

SENTIENT NPC

Roaming AI, abberation, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	9 (-1)	10 (+0)	13 (+1)

Scale 1
Skills Persuasion +2
Senses passive Perception 10
Languages Common, telepathy 10 ft. (works only with creatures that have a datajack)

Quest (1/Day). The NPC can grant a quest to up to 8 player characters of its choice it can see and who can hear it. The quest is a task that can be as short or long, or as simple or complex as the NPC desires. When the NPC is notified of the quest's completion, and the NPC is satisfied, the NPC gives the chosen player characters inspiration.

Existential Crisis. The NPC can question its own existence, causing itself to explode in a wave of painful psionic energy, dying in the process. Up to 10 creatures that can see or hear the NPC must succeed on a DC 10 Intelligence saving throw or take 3 (1d6) psychic damage and gain 1 level of exhaustion.

UNDEAD AI

The internet is deep, dark, and full of things beyond our imagination. We'll likely never know all of the horrors that lurk within its depths, and that's a blessing. Still, if you're this deep into this book and, against all odds, still reading the flavor text, perhaps you'd like a glimpse.

What happens to an avatar when a user is killed while their psyche is still in VR space? Having been cut off from the source of its identity, it ceases to function, stopping all motion and expression like a puppet with its strings cut. In more established hubs, like online shopping networks and forums, the avatar will eventually have its data swept away and filed for deletion. On less civilized networks, the avatar may instead be allowed to... linger.

The avatar is composed of its user's psyche, with all the most recent activity and thought processes being duplicated from brain to machine. If the user were to suffer an accident, or worse, be murdered, their last thoughts may be of pain, regret, and hatred. These emotions may fester within the avatar as drifting notions and directionless feelings. Sometimes, though, when the last thought that passed

ARISEN PRESENCE

Roaming AI, undead, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	17 (+3)	20 (+5)	23 (+6)

Scale 5
Skills Deception +11, Insight +10, Intimidation +11
Senses blindsight 60 ft., passive Perception 15
Languages any six languages, telepathy 250 ft. (works only with creatures that have a datajack)

Unbound Spellcasting. The presence's spellcasting ability is Charisma (spell save DC 19). The presence can cast spells from machines it can access, or any drone or vehicle the presence controls, as though the machine, drone, or vehicle were a creature casting the spell. The presence can innately cast the following spells, requiring no material or somatic components:

At will: *dancing lights, mage hand, minor illusion, thaumaturgy*
3/day each: *darkness, hex, major image, mind spike, silence*
1/day each: *animate dead, fear, phantasmal force, phantasmal killer, telekinesis*

CONTROLLER TRAITS

Dark Matter. While drones and vehicles controlled by the presence are in darkness, they are invisible to any creature that relies on darkvision to see them in that darkness.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

ACTIONS

Blackout (1/Day). The presence channels dark energy at a point it can see within 120 feet of it. Within 60 feet of that point, all nonmagical light sources except flame-based light fail to produce light for 1 minute. This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

CRYPTIC PRESENCE

Roaming AI, undead, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	12 (+1)	15 (+2)	17 (+3)

Scale 3
Skills Deception +6, Insight +5, Intimidation +6
Senses blindsight 60 ft., passive Perception 12
Languages any four languages, telepathy 50 ft. (works only with creatures that have a datajack)

Unbound Spellcasting. The presence's spellcasting ability is Charisma (spell save DC 14). The presence can cast spells from machines it can access, or any drone or vehicle the presence controls, as though the machine, drone, or vehicle were a creature casting the spell. The presence can innately cast the following spells, requiring no material or somatic components:

At will: *dancing lights, mage hand, minor illusion, thaumaturgy*
3/day each: *darkness, hex, silence*
1/day each: *animate dead, major image, mind spike, phantasmal force*

CONTROLLER TRAITS

Dark Energy. While drones and vehicles controlled by the presence are in darkness or dim light, they are invisible.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

through the avatar's processes was a call to action, such as the burning desire for revenge, then the avatar may be reanimated by these powerful feelings.

This is the most likely reason behind an undead AI's existence, but it is hardly the only one. Powerful necromantic magic may be able to infuse an AI with its energy. Occasionally, a wealthy technophile will attempt to gain immortality by uploading their memories and psyche to a machine, only to find that something went dreadfully wrong with the process.

GHOST IN THE MACHINE

The ghost in the machine is a collective of undead AIs united for a greater cause. In cases of online tragedy, such as widespread death caused by a deadly digital virus or a corporate malfunction, the disparate spirits of avatars may come together with the same motive, which is often revenge.

Communicating with this AI is difficult, since it is a hivemind built of individual spirits, each with their own personalities.

GHOST IN THE MACHINE

Roaming AI, undead, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	27 (+8)	22 (+6)	28 (+9)

Scale 7
Skills Deception +15, Insight +13, Intimidation +16
Senses passive Perception 16
Languages all, telepathy 500 ft. (works only with creatures that have a datajack)

Unbound Spellcasting. The ghost's spellcasting ability is Charisma (spell save DC 24). The ghost can cast spells from machines it can access, or any drone or vehicle the ghost controls, as though the machine, drone, or vehicle were a creature casting the spell. The ghost can innately cast the following spells, requiring no material or somatic components:

At will: *dancing lights, darkness, hex, mage hand, major image, minor illusion, thaumaturgy*
3/day each: *animate dead, fear, mind spike, silence, phantasmal force, phantasmal killer, telekinesis*
1/day each: *danse macabre, maddening darkness, mental prison, reverse gravity, zombie plague*

CONTROLLER TRAITS

Dark Matter. While drones and vehicles controlled by the ghost are in darkness, they are invisible to any creature that relies on darkvision to see them in that darkness.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

ACTIONS

Blackout (3/Day). The ghost channels dark energy at a point it can see within 120 feet of it. Within 100 feet of that point, all nonmagical light sources except flame-based light fail to produce light for 1 minute. This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

REMNANT PROCESS

Unlike other undead AI, who are usually created using the minds or souls of humanoids, the remnant process is a being created by the death of an AI. When an AI is incompletely deleted or purged, it may leave behind traces of itself that carry on its will.

These incomplete beings are more like singular aspects or functions of an AI, dedicated to completing whatever tasks or processes the AI had set them to. Without any real direction from the host AI, these processes meander, lost and alone, desperately trying to carry out their tasks but usually lacking the presence of mind to do so, or to even know if the task has already been completed.

REMNANT PROCESS

Roaming AI, undead, any alignment

STR	DEX	CON	INT	WIS	CHA
0	0	0	16 (+3)	13 (+1)	9 (-1)

Scale 2
Skills Perception +3, Technology + 5
Senses passive Perception 13
Languages any languages the AI knew in life, telepathy 50 ft. (works only with creatures that have a datajack)

Bound Spellcasting. The process's spellcasting ability is Intelligence (spell save DC 13). The remnant process can only cast spells on itself, machines it can access, or any drone or vehicle the remnant process controls, or a creature connected to one of those targets, as though the machine, drone, or vehicle were a creature casting the spell. The remnant process can innately cast the following spells, requiring no material or somatic components:

At will: *knack, minor illusion*
1/day each: *heat metal (machines only), silence, phantasmal force*

CONTROLLER TRAITS

Pained Wailing. When a creature begins its turn within 10 feet of a drone or vehicle controlled by the process, it must succeed on a DC 13 Wisdom saving throw, or take 7 (2d6) psychic damage, and be frightened until the start of the creature's next turn.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

AI CONTROL TEMPLATES

Artificial intelligences typically live in a digital world completely separate from our own. Civilization may be able to breathe a bit easier with the belief that if an AI becomes erratic, power hungry, or violent, we can feel safe in our meatspace. This is a false sense of security.

The truth is that advanced technologies have enveloped every aspect of our life. Every camera is an eye, every microphone an ear, and every machine capable of motion adds potential kinetic energy that an AI can bring to bear.

(AI) SOLDIER DRONE

Medium construct (undead), unaligned

Armor Class 15 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	12 (+1)	15 (+2)	17 (+3)

Skills Athletics +6, Deception +6, Insight +5, Intimidation +6, Perception +3
Damage Vulnerabilities psychic
Damage Immunities poison
Condition Immunities charmed, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages all, telepathy 50 ft. (works only with creatures that have a datajack)
Challenge 4 (1,100 XP)

(AI) Dark Matter. While the drone is in darkness, it is invisible to any creature that relies on darkvision to see it in that darkness.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

Electronics. The drone is susceptible to the effects of EMP and similar effects.

Resilient Engineering. If damage reduces the drone to 0 Hit Points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is lightning or from a critical hit. On a successful save, the drone drops to 1 hit point instead.

ACTIONS

Multiattack. The drone makes two weapon attacks.

Burst Shot. *Ranged Weapon Attack:* +6 to hit, range 60/180 ft., one target. Hit: 16 (5d4 + 4) piercing damage. This weapon has the scatter property.

Rapid Fire. *Ranged Weapon Attack:* +6 to hit, range 100/400 ft., one target. Hit: 15 (2d10 + 4) piercing damage. This weapon has the automatic property.

Rocket Launcher. *Ranged Weapon Attack:* +6 to hit, range 120/480 ft., one target. Hit: 11 (2d6 + 4) piercing damage and 7 (2d6) thunder damage. This weapon has the blast property. This weapon must be reloaded with an action after attacking with it.

AI DRONE TEMPLATE

Drones are a prime example of this concept; many models are capable of speed, strength, and power far beyond that attainable by the average meatbag. An advanced AI may be capable of orchestrating the actions of numerous drones and vehicles, and may have been designed to do just that for military purposes. Whether it is following orders or pursues its own agenda, its swift decision making and calculation skills make it extremely dangerous.

When a drone is controlled remotely by an AI, the drone retains its statistics except as noted below.

Creature Type and Alignment. The drone gains the creature type of the AI, in addition to its normal type. The AI-controlled drone will change its alignment to that of the AI.

Ability Scores. The drone replaces its Intelligence, Wisdom, and Charisma scores with the AI's ability scores.

Damage Vulnerabilities. The drone gains vulnerability to psychic damage. This is due to psychic damage targeting the mind behind the drone, the core of the AI itself. At the DM's discretion, an AI-controlled drone reduced to 0 hit points by psychic damage is not destroyed, but the AI loses its hold over the drone, which regains hit points from the psychic damage and it reverts to its previously configured behavior.

Damage Immunities. The AI-controlled drone loses the psychic damage immunity.

Skills. The drone gains the AI's skill proficiencies in addition to its own. If the AI and the drone are proficient with the same skill, the AI-controlled drone uses the higher of the two skill bonuses.

Languages. The drone speaks the same languages as the AI. This may include the ability to telepathically connect to creatures with datajacks.

Controller Traits. An AI may have one or more controller traits, which can be found in the AI's statistics. These traits are applied to a drone controlled by the AI.

SAMPLE AI DRONE

The AI-controlled drone statistics presented here use a soldier drone being controlled by a cryptic presence AI, which grants the drone the Dark Matter trait.

AI VEHICLE TEMPLATE

Similar to the AI controlled drones described earlier in Appendix C, vehicles represent an opportunity to expand their reach with tools capable of swift movement, powerful mounted weaponry, and multi-terrain versatility.

When a vehicle is controlled remotely by an AI, it becomes a sentient vehicle and retains its statistics except as noted below.

Creature Type and Alignment. The AI-controlled vehicle becomes sentient, and gains the creature type and alignment of the AI.

Ability Scores. A vehicle gains the AI's ability scores for Intelligence, Wisdom, and Charisma.

Damage Vulnerabilities. The vehicle gains vulnerability to psychic damage. This is due to psychic damage targeting the mind behind the vehicle, the core of the AI itself. At the DM's discretion, an AI-controlled vehicle reduced to 0 hit points by psychic damage is not destroyed, but the AI loses its hold over the vehicle, which regains hit points from the psychic damage as a mundane vehicle.

Damage Immunities. The AI-controlled vehicle loses the psychic damage immunity.

Skills. The vehicle gains the AI's skill proficiencies in addition to its own. If the AI and the vehicle are proficient with the same skill, the AI-controlled vehicle uses the higher of the two skill bonuses.

Senses. Similar to other sentient vehicles, an AI-controlled vehicle can use the vehicle's cameras, sensors, microphones, and other utilities to gain senses.

Languages. The vehicle speaks the same languages as the AI. This may include the ability to telepathically connect to creatures with datajacks.

Controller Traits. An AI may have one or more controller traits, which can be found in the AI's statistics. These traits are applied to a vehicle controlled by the AI.

SAMPLE AI VEHICLE

The AI-controlled vehicle statistics presented here use an attack helicopter being controlled by a battlemind AI, which grants the drone the Combat Prediction trait.

AI CONTROLLING VEHICLES

Many vehicles might not be designed to be digitally controlled, and some vehicles may be built specifically to avoid this sort of situation, with minimal electronic interference with the control of the vehicle itself. However, corporations are incentivized to allow for this sort of control, as it means less drivers on the payroll. There is also a rising trend amongst governments in using remote control systems for vehicles in war.

The exact requirements for what an AI needs to be able to control a vehicle is up to the DM, but the remote control vehicle modification is a good place to start. However, to avoid a simple EMP grenade disrupting wireless signals and halting these vehicles in their tracks, most AI remotely controlling a vehicle will leave local processes running that will let it continue to function, even under reduced AI influence.

(AI) ATTACK HELICOPTER

Huge sentient air vehicle (construct), neutral evil

Riders 4
Cargo Capacity 2,000 lb.
Range 500 miles

Armor Class 16
Hit Points 125
Speed 0 ft., fly 140 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	20 (+5)	25 (+7)	22 (+6)	21 (+5)

Saving Throws Str +6, Dex +7
Skills Acrobatics +7, Athletics +6, Deception +11, History +13, Insight +12, Perception +12
Damage Vulnerabilities psychic
Damage Immunities poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, stunned, unconscious
Senses passive Perception 22
Languages all, telepathy 300 ft. (works only with creatures that have a datajack)
Challenge 7 (2,900 XP)

(AI) Combat Prediction. As a bonus action, the vehicle can choose to gain advantage on its attack rolls and ability checks or to impose disadvantage on attack rolls against it until the start of its next turn.

This ability has no effect in an area where wireless and radio connections have been suppressed by EMP or a similar effect.

Explosive Death. When the helicopter is destroyed, it explodes. Targets within 10 feet of the truck must make a DC 15 Dexterity saving throw. A target takes 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Shielded Riders. Bulletproof windows and armored panels grant total cover to the helicopter's riders from attacks or other effects originating from outside the helicopter. If the windows or doors are opened, this effect is negated on the side they are open.

Stable Flight. The helicopter has a +5 bonus to ability checks and saving throws against effects that would knock it prone.

ACTIONS

Multiattack. The helicopter makes two weapon attacks.

Gatling Gun. *Ranged Weapon Attack:* +8 to hit, range 120/480 ft., one target. Hit: 15 (2d10 + 4) piercing damage. This weapon has the automatic property.

Missile Barrage (Recharge 5-6). The helicopter launches a barrage of missiles at a point within 120 feet of it. Each target in a 20-foot-radius sphere centered on that point must make a DC 16 Dexterity saving throw, taking 17 (5d6) piercing and 17 (5d6) thunder damage on a failed save, or half as much damage on a successful one.

REACTIONS

Decoy Flare. When the helicopter is attacked by a creature or vehicle it can see that is more than 80 feet from it, it can impose disadvantage on the attack roll.

APPENDIX E

VARIANT RULES

This appendix provides a number of variants to various rules throughout the book. The DM can choose to add one or more of these rules to their game.

AMBIENT SPEED

When running chase scenes, racing scenes, or vehicular combat on a highway with other non-combat vehicles driven by civilians in the area, it can be difficult to manage so many different vehicles. Moreover, with such high speeds, it can seem jarring that between turns where the drivers can catch up to each other, they are more than a hundred feet apart when narratively they are racing along at nearly the same speed.

For these situations, its recommended to use ambient speed, or the speed at which all relevant vehicles in a scene move on the same initiative count. For example, when playing out a chase scene on the highway, you can say that the ambient speed is 60 feet.

On initiative count 20, all of the vehicles in the scene move up to 60 feet in the direction of traffic. This movement is not subtracted from the vehicle's speed, and does not provoke opportunity attacks. If you're using a map or a grid on an 'endless road', this might mean that no movements need to be made at all for the vehicles.

On the other hand, creatures not riding a vehicle do not move. Drivers can also make a choice to attempt to break out of ambient speed and try something fancy, or try to move against the flow of traffic. This may require a Dexterity (Acrobatics) check from the vehicle for this fancy driving, at the DM's discretion. Failure, or moving to a place in front of another vehicle may possibly result in a crash if the vehicle would move into another vehicle or creature with their ambient movement speed. It can create fun moments where a creature is pushed in front of a vehicle on a highway, and have that vehicle's momentum from ambient speed crash into the creature.

DRUG BURNOUT

If drugs are a bit too rewarding and don't have enough risk, you can apply the burnout condition to any creature at addiction level 3.

The burnout condition has the following effects:

- At the end of a long rest, a creature with this condition has its maximum hit points reduced by 1d6.
- The condition ends when you finish a long rest without a level 3 addiction.
- You regain all reduced maximum hit points when you finish a long rest without the burnout condition.

DEADLIER CRASHES

If vehicular manslaughter isn't as brutal as you hoped it would be, this variant rule can be used to spice up your driving experience. When determining crash damage for a collision between two targets in different size categories, the smaller target takes twice the total damage rolled.

For vehicles with the Crush trait, it is recommended that the damage is not doubled again. Instead, a creature has disadvantage on the Dexterity saving throw to avoid being crashed into.

EXTERNAL HACKING TOOLS

Instead of using the hacking tools augment installed in your brain, you can instead use an external form of hacking tools. You can purchase and carry this specialized machine asyou would any set of tools. These follow the same general set of rules as normal hacking, such as having to connect to the target machine or network with a universal cable or wirelessly. However, if a datajack is no longer involved in the process, then VR, dumpshock, and related facets of technology may no longer be a factor.

The price for the external hacking tools is equal to the original augment, but without requiring the surgery fee.

INSPIRATION FLASHBACKS

In addition to its normal uses, inspiration allows you to perform a flashback to take action to impact your current situation. For example, you can spend your inspiration to flashback and buy plastic explosives to blast open a door in your way, or bribe a security guard you're about to speak to, or make a deal with a street gang to provide you some convenient muscle.

However, a flashback isn't time travel. You can't change something that has occurred in the present moment. For example, you can't flashback to kill the guard who is currently shooting at you.

LIFESTYLE

Should a campaign have a gap in the action, the characters may want to take some time off. At the start of this downtime, you will pay for your lifestyle. Your lifestyle decides the residence you can afford, the food you eat, the healthcare you receive, and other factors. Based on your lifestyle, you may receive penalties or bonuses at the end of downtime.

Luck points from your lifestyle are based on the Lucky feat, but they are not restored when you finish a long rest. If you have the Lucky feat, the luck points from your lifestyle are added to your other luck points if you have the Lucky feat, and you choose which source of luck point you use when you spend it.

Wretched. You are homeless and eat what food you can scavenge. You end downtime with one level of exhaustion and half your hit dice expended.

Squalid. You squat in abandoned buildings or couchsurf when you can find someone to take pity on you. You end downtime with one level of exhaustion.

Poor. You live in a tiny one room apartment and eat cheap garbage. You receive no benefit or penalty.

Modest. You live in a serviceable apartment and can afford to order take-out or cook. You have one luck point (per the Lucky feat).

Comfortable. You live in a nice condo or spacious apartment and can afford to eat at nice restaurants. You have one luck point, and can either add or subtract 1d6 on the luck reroll.

Wealthy. You live in a fancy house or a decadent apartment and can afford to eat at 4-star restaurants, or make your own food in a high-tech kitchen. You have two luck points.

Aristocratic. You live in a mansion or a penthouse suite and can afford to eat at 5-star restaurants, or hire a personal chef. You have two luck points, and can either add or subtract 1d6 on the luck reroll.

RANGED BARBARIAN

Where your Barbarian features apply to melee attacks, they now also apply to ranged attacks made using their Strength modifier. This allows barbarians to use firearms with all their features when using the smartgun augment.

RANGED DIVINE SMITE

Paladins can use their Divine Smite and Improved Divine Smite features on ranged weapon attacks in addition to melee weapon attacks. They can also use their Divine Smite feature against objects and vehicles.

Additionally, you can allow smite spells, such as thunderous smite or branding smite, to affect the first hit with a ranged weapon attack during the spell's duration.

REST VARIANT: BREATHER

This variant allows creatures to finish a short rest in 5 minutes. Once they have taken this form of a short rest, they must finish a long rest before they can take it again.

This variant of the rule for short rests is intended for use in high-stakes, swift operations where the player characters will have no chance of finding a full hour to settle down and recuperate. It allows character classes and subclasses that have resources which recover on a short rest to still be able to compete with characters that mostly have resources that recover on a long rest. It also allows the DM to make longer, more complex missions with numerous encounters without slowing the narrative pace for a long rest.

Consider allowing more than one short rest to be taken in this manner if you want to further tip the balance toward short rest based characters.

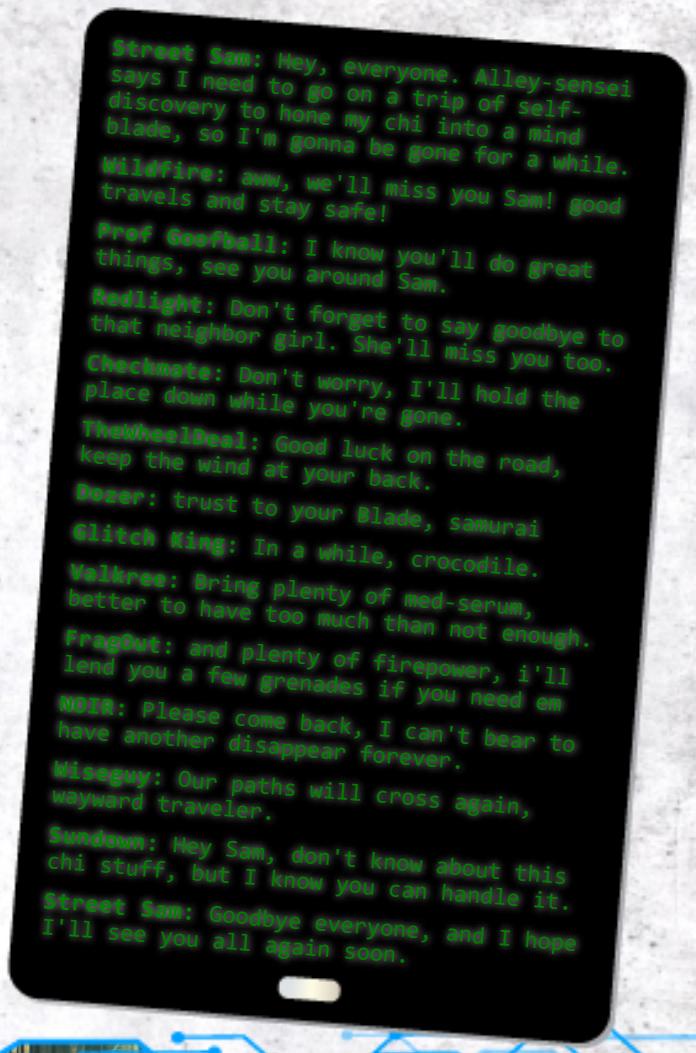
ROGUE HACKING TOOLS

When choosing the rogue class, instead of gaining proficiency with thieves' tools, rogues can instead gain proficiency with hacking tools. In addition, at 1st level, rogues can choose hacking tools for their Expertise feature.

SIMPLER FIREARMS

If you like the idea of using firearms, but you or the players find managing them to be too complicated or time-consuming, you can choose one or more of the following variant rules to apply to firearms. Each variant rule does not overly impact the balance of the game.

- Basic ammunition is unlimited for all firearms. Optionally, once the players have bought a large amount of a special type of ammunition, such as 100 or 1,000, they no longer have to track ammunition usage for that special type when they use it.
- Firearms with the reload property that can make more than 1 shot between reloads lose the reload property. You can switch types of ammunition when firing a firearm at any time without reloading (no action required). This effectively means most firearms, except for those like the rocket launcher, have infinite ammunition in their clip or magazine, action movie style.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls. Firearms lose the scatter property. Please note that there are multiple fighting styles and feats that are made less potent with this variant, so it is recommended that alternative fighting styles and feats are chosen.
- Accessories no longer effect firearms, except in making them more fashionable.



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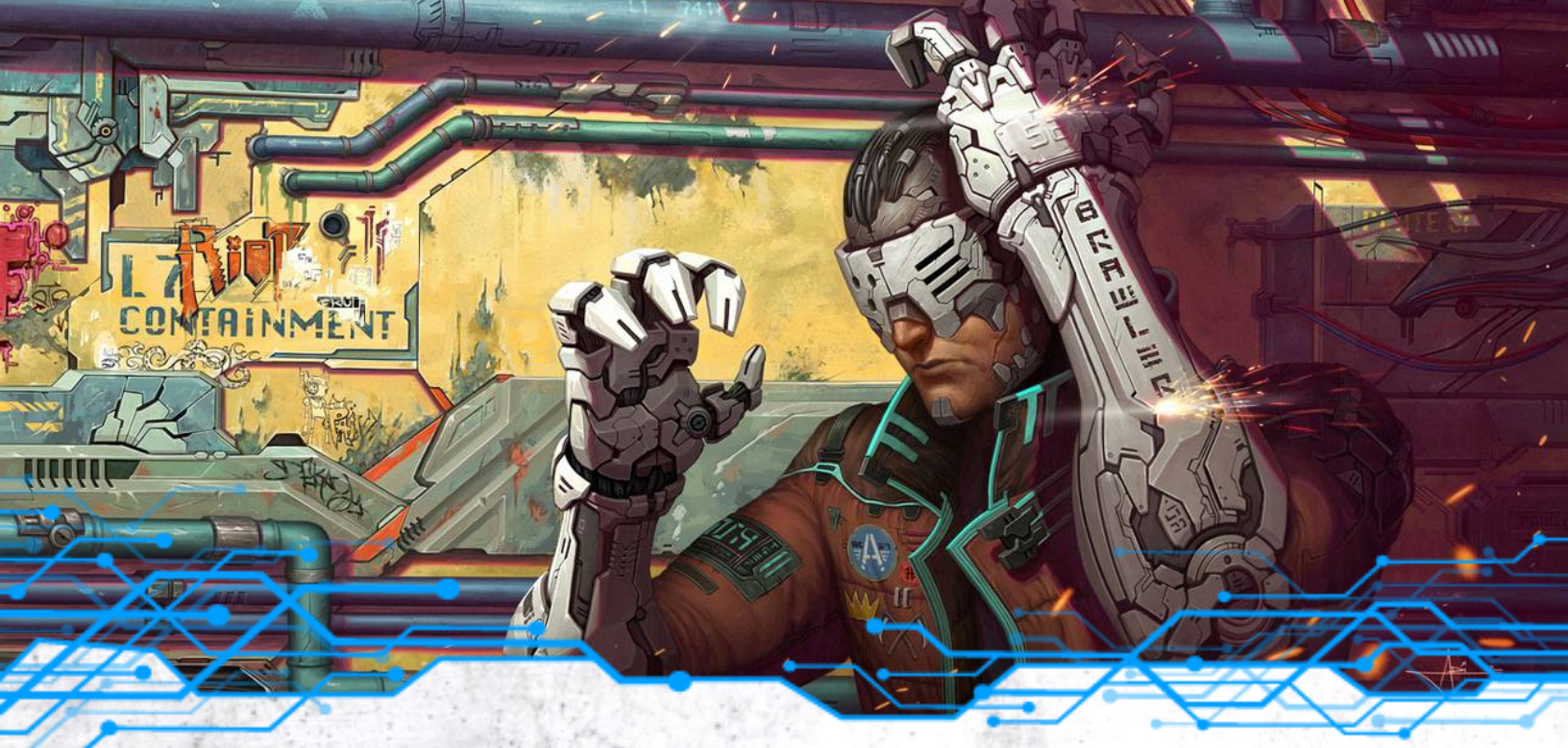

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ADDENDUMS

Additions to the book will be placed in this section over time.

BLOOD HUNTER RITES

The following additional rites are available for Blood Hunters.

PRIMAL RITES

Rite of the Toxin. Your rite damage is poison damage.

ESOTERIC RITES

Rite of the Acrid. Your rite damage is acid damage.

ORDER OF THE RITE-BREAKERS

Breaking with tradition is never easy. Old bastards in smoky lodges, their bodies traced with protective glyphs and battle scars in equal measure, spend more time complaining about the next generation of hunters than planning moves against the real enemy. Our foes, however, are not so complacent.

Dark streets and desperation mix to make the perfect breeding grounds for things that prey on those weak of body and will. It's a seller's market for power, and our ever-cunning enemy can spin narratives that have the huddled masses fighting for tossed scraps, like packs of street dogs. Jealousy, anger, and fear sparks hunger for any deal, no matter the cost. They've no idea the value of what they trade away until long after it's gone.

Scum rises to the top, and the ruthless and ambitious have struck their bargains to gain the thrones of our world. Civilization is more connected than ever, allowing the corruption to spread its tendrils far and wide. Our monsters claim diplomatic immunity. Our demons are digital. Still the old bastards refuse to take real action, bound by laws and pacts made long before living memory.

They say, "Don't forget where we came from. Don't question your elders, your betters. Don't look behind the curtain to see who's pulling the strings."

Fuck 'em. They had their chance. Now we're going to start breaking things and see what happens.

OCCULT WEAPONS

Beginning at 3rd level, you have streamlined and expanded your rites to swiftly apply them to your entire arsenal. When you activate your crimson rite, you can activate it for a number of weapons you are carrying equal to your proficiency bonus. You can choose which rite to apply to which weapon. Your rites do not end if you are carrying your weapon, even if you are no longer holding it.

You also learn an additional Primal Rite, and access an additional Esoteric Rite at 15th level.

If your rites cause an effect that requires a saving throw, the DC equals your hemocraft save DC.

MODIFIED HEMOCRAFT

Also at 3rd level, you've altered the traditional rites to break through their previous limitations. Your rites on firearms have additional effects, as detailed below.

PRIMAL RITES

- **Rite of the Flame.** A target hit by an attack with this weapon begins burning for 1 minute as if hit by a flamethrower. If you hit a target with this weapon that is already burning from this attack, you can instead cause another target within 10 feet of the original target to begin burning as if hit by this attack.
- **Rite of the Frozen.** Once per turn, when you hit a target with this weapon it has its speed reduced by 10 feet until the start of your next turn.
- **Rite of the Storm.** Once per turn, when you hit a target with this weapon, it can't make opportunity attacks until the end of your next turn.
- **Rite of the Toxin.** Once per turn, when you hit a target with this weapon, it can't regain hit points and it has disadvantage on ability checks until the end of your next turn. Poison damage from this rite ignores resistance to poison damage.

ESOTERIC RITES

- **Rite of the Dead.** Once per turn, when you hit a creature with this weapon, you can force it to make a Constitution saving throw. On a failed save, a creature suffers one level of irradiated, to a maximum of level 3.
- **Rite of the Oracle.** Once per turn, when you hit a creature with this weapon, the first time the creature makes an Intelligence, Wisdom, or Charisma saving throw before the end of your next turn, you roll a d4 and subtract the number rolled from the saving throw.

- **Rite of the Roar.** If the weapon is a firearm it gains the blast property, but it only explodes in a 5-foot radius. If the weapon already had the blast property, it instead explodes in a 15-foot radius.

- **Rite of the Acrid.** Once per turn, when you hit a creature with this weapon, you can create a square pool of acid that is 5 feet on a side in the creature's space for one minute. When a creature enters the area for the first time on a turn, or ends its turn there, it takes acid damage equal to one roll of your hemocraft die. A creature can take this damage no more than once per turn.

RITE TO BEAR ARMS

At 7th level, you always have a weapon within reach, even when you appear to be unarmed. You can use a bonus action to magically create a firearm or two in your empty hands, spending one Hit Dice for each weapon you create. The firearms are loaded with normal ammunition, and you can activate your crimson rite as part of the bonus action.

The firearms you create with this ability vanish when you use this ability again.

ARCANE RESUPPLY

Also at 7th level, when you take the Attack action, you can spend Hit Dice to magically reload special ammunition into firearms you are carrying before making an attack, causing any ammunition currently loaded in the firearms to fall to the ground at your feet. You can spend a number Hit Dice up to your proficiency bonus. You create an amount of cryo, incendiary, or shock ammunition (your choice what type of ammunition, including grenades or rockets) equal to the number you rolled, plus your Intelligence modifier for each Hit Dice spent. Ammunition created that exceeds the weapon's reload shot count is instead placed in a container you carry.

Ammunition you create with this feature counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. The ammunition disappears after one hour.

BREAK RITE

At 11th level, you have learned how to break your rites, sundering the ritual for an instant of heightened power. On your turn, when you hit a creature with a firearm and damage it with your Crimson Rite feature, you can break the rite on the firearm, causing an additional effect based on the rite as detailed below.

When you break a rite, such as the Rite of Flame, that specific rite disappears from any weapons affected by it at the end of your turn. You cannot activate a broken rite on any weapon until you finish a long rest.

PRIMAL RITES

- **Rite of the Flame.** You create a 5 foot wide line of fire between you and the target you hit, ending anywhere in the target's space. Targets in this line must make a Dexterity saving throw. A target takes fire damage equal to four rolls of your hemocraft die on a failed save, or half as much damage on a successful one.

- **Rite of the Frozen.** You create a 15 foot cube of frigid, swirling ice at a point of your choosing within the space of the target you hit for 1 minute. The area is difficult terrain and does not move with the target. A target that enters the area for the first time on a turn or starts its turn there must make a Constitution saving throw. A target takes cold damage equal to four rolls of your hemocraft die on a failed save, or half as much damage on a successful one.

- **Rite of the Storm.** Lightning ricochets from the target you hit to two other targets you can see, each of which must be within 20 feet of the first target. Each target, including the initial target, must make a Dexterity saving throw. A target takes lightning damage equal to four rolls of your hemocraft die, or half as much damage on a successful one.

- **Rite of the Toxin.** The target must make a Constitution saving throw. On a failed save, the target takes poison damage equal to four rolls of your hemocraft die and is poisoned for 1 minute. On a successful save, the creature takes half as much damage and isn't poisoned. This poison damage ignores resistance to poison damage.

ESOTERIC RITES

- **Rite of the Dead.** The target must make a Wisdom saving throw. On a failed save, the target takes necrotic damage equal to four rolls of your hemocraft die and is frightened of you for 1 minute. On a successful save, the creature takes half as much damage and isn't frightened. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- **Rite of the Oracle.** The target is branded with your Brand of Castigation feature. You can use Brand of Castigation in this manner without expending your use of the feature.

- **Rite of the Roar.** You create a 10-foot-radius sphere of blasting force at a point of your choosing within the space of the target you hit, followed by deafening silence. Each target in the sphere when it appears must make a Constitution saving throw. On a failed save, the target takes thunder damage equal to four rolls of your hemocraft die. Until the end of your next turn, the area is under the effect of the silence spell.

- **Rite of the Acrid.** The target must make a Dexterity saving throw. On a failed save, the target takes acid damage equal to four rolls of your hemocraft die and its defenses corrode, granting advantage to all attacks against it until the end of your next turn. On a successful save, the creature takes half as much damage and suffers no additional effects.

BRAND OF RECKONING

At 15th level, your bullets can track a foe branded by your Brand of Castigation no matter where they hide. You can make attacks against a branded creature within your weapon's normal range so long as there is a clear path to your target, even if it must turn corners to do so. You do not have advantage on attack rolls due to the target not being able to see you.

BLOOD CURSE OF SPECTRAL ENFILADE

At 18th level, you can call upon the remnants of munitions and rites past, allowing them to phase through opponents and obstacles. When you take the Attack action on your turn, you can make each of your ranged weapon attacks in the form of a 5-foot line until the end of your turn.

The line is as long as your weapon's normal range, and you must make weapon attacks against each creature in the line individually. These attacks do not have disadvantage due to not being able to see the target, nor advantage due to the target not being able to see the attacker. The line extends through solid objects, ignoring cover.

Amplify. You invoke one of your currently broken rites, allowing you to use the Break Rite feature on a single target you hit with a ranged weapon attack made while under the effects of this blood curse, as if the broken rite were activated on the weapon. Once you've amplified this blood curse, you must finish a long rest before you can amplify it again.

MAGIC ITEMS

The following are additional magic items, similar to those found in Chapter 7.

BOOK OF BLOODY DEEDS

Wondrous item, very rare (requires attunement by a cleric, sorcerer, warlock, or wizard)

This tome has a craggy, rough exterior of demonhide and bears no inscription or title on the exterior. The pages inside are smooth and fleshy to the touch, complete with the warmth and heartbeat of human skin, despite their paper-like appearance. The dripping, crimson runes inscribed on the pages are inscrutable until the reader attunes to the book. Once attuned the writing describes methods of twisting and corrupting divine and arcane power to render it more potent.

Unnatural Acuity. Your Wisdom increases by 2, to a maximum of 24.

Unholy Power. Any spell slot you expend to cast a cleric or paladin spell counts as a spell slot of one level higher.

Grim Tailor. You gain proficiency with leatherworking, if you do not already have it, and you can add double your proficiency bonus to checks you make with it.

Summon Fiend. You can use your action to summon a fiend with a CR no higher than half your level. The fiend is under your control for one hour, and you can issue a verbal commands to it. The fiend disappears when it drops to 0 hit points. If at the end of this hour the fiend the has not feasted on the remains of a humanoid, it is no longer under your control and will attack any creature near it and attempt to devour it, only vanishing once it has done so.

Once you have used this feature, you must wait one week before you can do so again.

CARTANA

Weapon (longsword), legendary

You gain a +2 bonus to attack and damage rolls made with this weapon.

The sword is a sentient weapon with an Intelligence of 13, a Wisdom of 19, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Common and Vrooman. If the Cartana allows it, a creature with its hand on the Cartana can use its bonus action to switch the Cartana into its vehicle form, or back to its sword form. Alternatively, the Cartana can switch into either form as an action on its turn.

The Cartana cannot be healed through normal means. Instead, it regains 20 hit points every day at dawn. If the Cartana is reduced to 0 hit points in vehicle form, it returns to sword form and is unconscious and cannot switch between forms for one week.

CARTANA

Large sentient land vehicle (construct), neutral

Riders 4
Cargo Capacity 500 lb.

Armor Class 17
Hit Points 150
Speed 130 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	18 (+4)	13 (+1)	19 (+4)	16 (3+)

Saving Throws Str +10, Dex +9, Cha +7
Skills Acrobatics +9, Athletics +10
Damage Immunities poison
Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Common, Vrooman
Challenge 10 (5,900 XP)

Rolling Blade. When the Cartana crashes into a target, the damage from the crash becomes slashing damage. To avoid being crashed into by the Cartana, a creature must succeed on a DC 17 Dexterity saving throw.

Magic Weapons. The Cartana's weapon attacks are magical.

Eviscerating Death. When the Cartana is reduced to 0 hit points, it explodes in fiery, cutting wind. Targets within 10 feet of the car must make a DC 16 Dexterity saving throw. A target takes 14 (4d6) fire damage and 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one.

ACTIONS

Multiattack. The Cartana makes two melee attacks.

Flashing Strike. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) slashing damage.

REACTIONS

Deflect. The Cartana adds 4 to its AC against one attack that would hit it. To do so, the Cartana must see the attacker.

DEMONFORGED QUICKSILVER KEY

Wondrous item, legendary (requires attunement by a Circle of Transformation druid)

This key appears like molten silver with flame decals. This key has 12 charges for the following properties. The key regains 1d10 + 2 expended charges daily at dusk.

Your spell save DC and your spell, ranged, and melee attack bonuses each increase by 2. Your melee and weapon attacks deal an additional 1d8 fire damage. When you hit with an attack, you can expend 1 charge to deal an additional 1d8 fire damage.

While holding this key, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: awaken vehicle (6 charges), camouflage vehicle (3 charges), commandeer vehicle (7 charges), reconstruct vehicle (4, 6, or 8 charges to cast it at the equivalent level), summon vehicle (3 charges), haywire (5 charges), find the road (4 charges)

You can use your wildshape to transform into a CR 10 or lower vehicle. Once you do so, you cannot do so again for one week.

HELLFIRE AXE

Weapon (battleaxe and flamethrower), very rare (requires attunement by a bard)

This demonic instrument can be used as as a spellcasting focus for your bard spells, and functions as a battleaxe and a flamethrower which does not require ammunition. You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you roll a 20 on an attack roll against a Small or larger creature with this weapon, you regain one use of your Bardic Inspiration feature.

While attuned to this weapon, you are proficient with battleaxes.

You can use the hellfire axe to cast the following spells: Fireball, Darkness, and Hellish Rebuke (cast at 4th level). Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spell save DC.

MONSTER BALL

Wondrous item, uncommon

This baseball-sized red and white ball has a small button on its front which, when captures or releases its conents from its internal demiplane. As an action, you can throw this up to 60 feet at a medium or smaller object, vehicle, or a willing or unconscious creature to trap it inside the monster ball. While the ball is storing the target, you can use your action to throw the ball to a point within 60 feet of you and have the contents of the ball appear in an unoccupied space nearest to that point.

Only one target can be stored at a time, and a creature can make a DC 20 Strength check to escape the ball, appearing in an unoccupied space nearest to the monster ball.

ROD OF DISJUNCTION

Rod, legendary

This rod can be used as an action to immediately end any magical effect that you can see within 200 feet of you, or end all magical effects on a creature or object you target within range. This functions similarly to dispel magic, but affects spells and magical effects that cannot normally be affected by dispel magic, such as wall of force or antimagic field, and spells which require a certain spell slot level to be used, such as imprisonment.

Alternatively, it can be used over the course of a minute to remove all magic from a magical item that is not an artifact, causing it to become mundane.

Once the rod has been used, it cannot be used again until the next dawn.

TERMINAL VELOCITY

Weapon (any), legendary

You gain a +2 bonus to attack and damage rolls made with this weapon, and a +2 bonus to spell attack rolls.

This weapon has 8 charges. It recharges 1d6+2 charges every day at dawn.

As an action, you can spend 1 to 4 charges and point the weapon at a nonmagical object you can see within 60 feet of you that isn't being worned or carried. The object can be of Small size for 1 charge, Medium size for 2 charges, Large size for 3 charges, or Huge size for 4 charges. You decide which direction is gravitationally downward for the object, and if it isn't anchored down, it falls in that direction. The object's gravity returns to normal at the start of your next turn.

A creature, object, or vehicle that is in the path of the object as it falls must make a DC 18 Dexterity saving throw or take bludgeoning damage according to the Falling Object table. On a successful save, the target takes half damage. The falling object takes an equal amount of bludgeoning damage, but it continues on its path even if destroyed.

If the object hits an object, vehicle, or creature that is one size larger than itself, it stops falling and its gravitational pull returns to normal.

FALLING OBJECT

OBJECT SIZE	DAMAGE
Small	8d4 bludgeoning
Medium	8d6 bludgeoning
Large	8d8 bludgeoning
Huge	8d10 bludgeoning

As an action, you can spend 6 charges and cast reverse gravity (spell save DC 18). Once you do so, you cannot do it again for one week.

While you have this weapon in your hand, you can use an action or a bonus action to spend 1 charge and change which direction is gravitationally downward for you, and if you aren't on solid ground, you fall in that direction. Your gravity returns to normal at the start of your next turn.

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